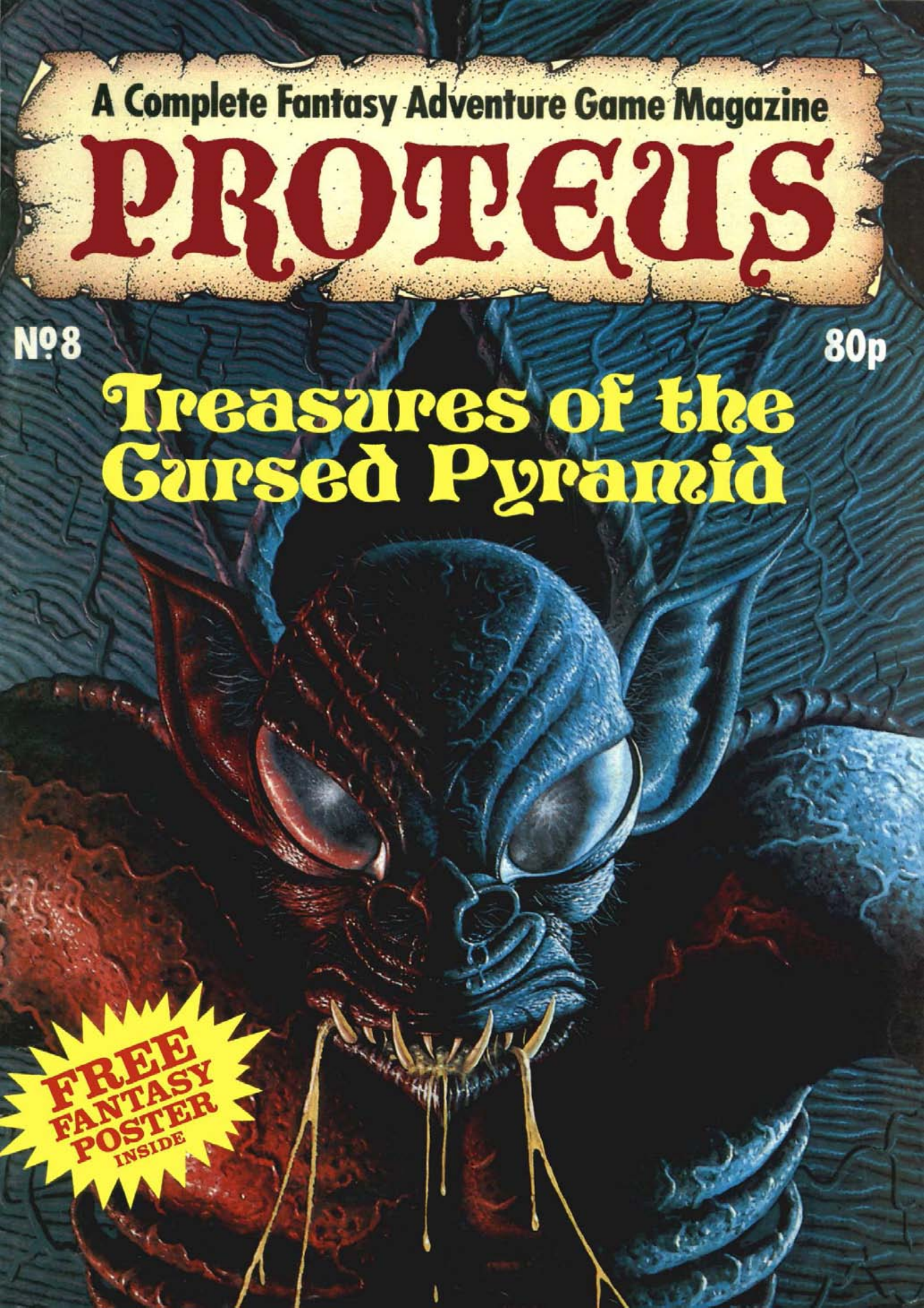
A Complete Fantasy Adventure Game Magazine

# PROTEUS

No.8

80p

## Treasures of the Cursed Pyramid



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# PROTEUS No. 8

# Treasures of the Cursed Pyramid

## by Elizabeth Caldwell

DICE and a pencil are all you need to begin this adventure – then *you* decide which route to take, which dangers to brave.

As you progress in your Quest, you are likely to encounter various traps, or face monsters. You will also get information, or find certain items which will be of help to you in your quest. You should record these in your *quest sheet* as well as keeping an account of how many rations you have left. As you use up rations, remember to cross them off in your *quest sheet.*

It is important that you build up a map of the way. You may not succeed at your first attempt, but each new journey will give you more information – until you are at last successful in your quest.

If you try to read the magazine in numerical order, it will make no sense. You must choose, when you are given the choice, which section to turn to, and which traps, puzzles, or monsters to face. Good luck!

**The free poster in Issue 9, on sale November 21st, is by Ken Kelly.**

The story in Issue 9 will have a very different setting from the one in this Issue, as you set out once more – your future uncertain, your way beset with traps, perils and enigmas.

We're not giving away anything more here, but we think the Quest will be as difficult, puzzling, and – ultimately, rewarding – as any before. Don't miss Issue 9 of Proteus.


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# Introduction

THIS is not a story about our modern world, but one of long ago, when strange creatures roamed, and Gods and Devils determined the fate and future. As an adventurer, your Strength, Courage and Agility have brought you safely through many daunting quests in the past. And when you begin this adventure, you will need all these qualities. Below, you will discover – with a little luck – how swift and strong and charmed you are.

Two dice, a pencil, and several sheets of paper are all you need to journey through the cursed Pyramid of Seth. Use the paper and pencil to draw a map of your progress; you are unlikely to succeed in your first attempt, and the map will help you in future.

Before you begin, you must determine your Strength, Dexterity and Charm. Record these, along with any other items and information you discover that you need to keep note of.

There is a Quest Sheet opposite, for you to write down your scores for Dexterity, Strength and Charm, and to keep a note of your rations, secrets or incantations learnt, and items discovered. You will also need to keep a record of the five parts of the hieroglyph which you may discover, and which will, when chanted in the correct sequence, aid you in your attempt to defeat the Curse of Seth.

You may prefer, before you begin this adventure, to use the printed Quest Sheet simply as a model for the things you will need to keep a note of, or remember, during your quest. If you do this, you will obviously need another piece of paper to copy down the headings on the Quest Sheet.

***Dexterity, Strength and Charm***

Roll one dice. Add 6 to this number, and make a note of it on your Quest Sheet. This is your *Dexterity* score, and indicates your skill and swordsmanship.

Roll two dice. Add 12 to this number, and make a note of it on your Quest Sheet. This is your *Strength* score, and is a measure of your stamina and fitness.

*Charm.* Roll one dice. Add 6 and record it on the Quest Sheet. Your *Charm* level will determine how much power you have to resist the Curse of Seth. The greater your Charm Score, the stronger you are against Seth's evil power. As you lose Charm points, however, Seth's influence increases, and you will fall steadily under his power. If your Charm points reach zero, you are reduced to a mindless minion of Seth, and totally under his control. You must begin your adventure again from the start.

Your Dexterity, Strength and Charm ratings will vary during this adventure. You may lose Strength points in battle, for example, and then restore them with some magical item. You must remember that your Strength and Dexterity points must never exceed their *Initial* values, which you determine at the start of the game. Your Charm points, however, may increase during the game, up to a maximum of twelve.

***Rules for fighting***

As you explore the Pyramid, you will encounter creatures which you may choose to engage in combat, or be forced to fight with for your life. Each creature will have its own Dexterity and Strength scores, given in the text: make a note of these.

To resolve a battle:

1. Roll two dice, and add the creature's current Dexterity score. This is its *Fighting Power.*
2. Roll two dice, and add your own current Dexterity score. This is your *Fighting Power.*
3. If your *Fighting Power is* greater than the creature's, you have wounded it; subtract two Strength points from its Strength score at that moment (unless told otherwise in the text).

If the Creature's *Fighting Power* is greater than yours in this round, it has wounded you, and you must subtract two points from your Strength score at that moment. If both scores are the same, you have parried each other's blows, and neither of you loses any points.

The next round in the battle is done in just the same way. You repeat steps 1, 2, and 3 above. When either your or the creature's Strength score is reduced to zero, the battle is over. A zero Strength score means death – unless, of course, you are lucky enough to discover a treasure that will give you a new life.

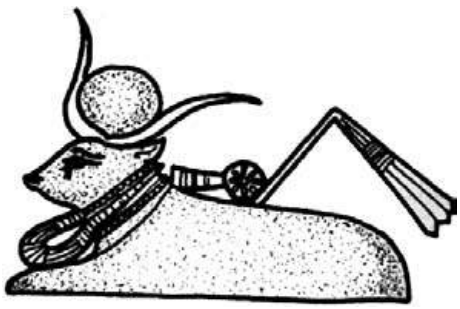
***Losing and gaining points***

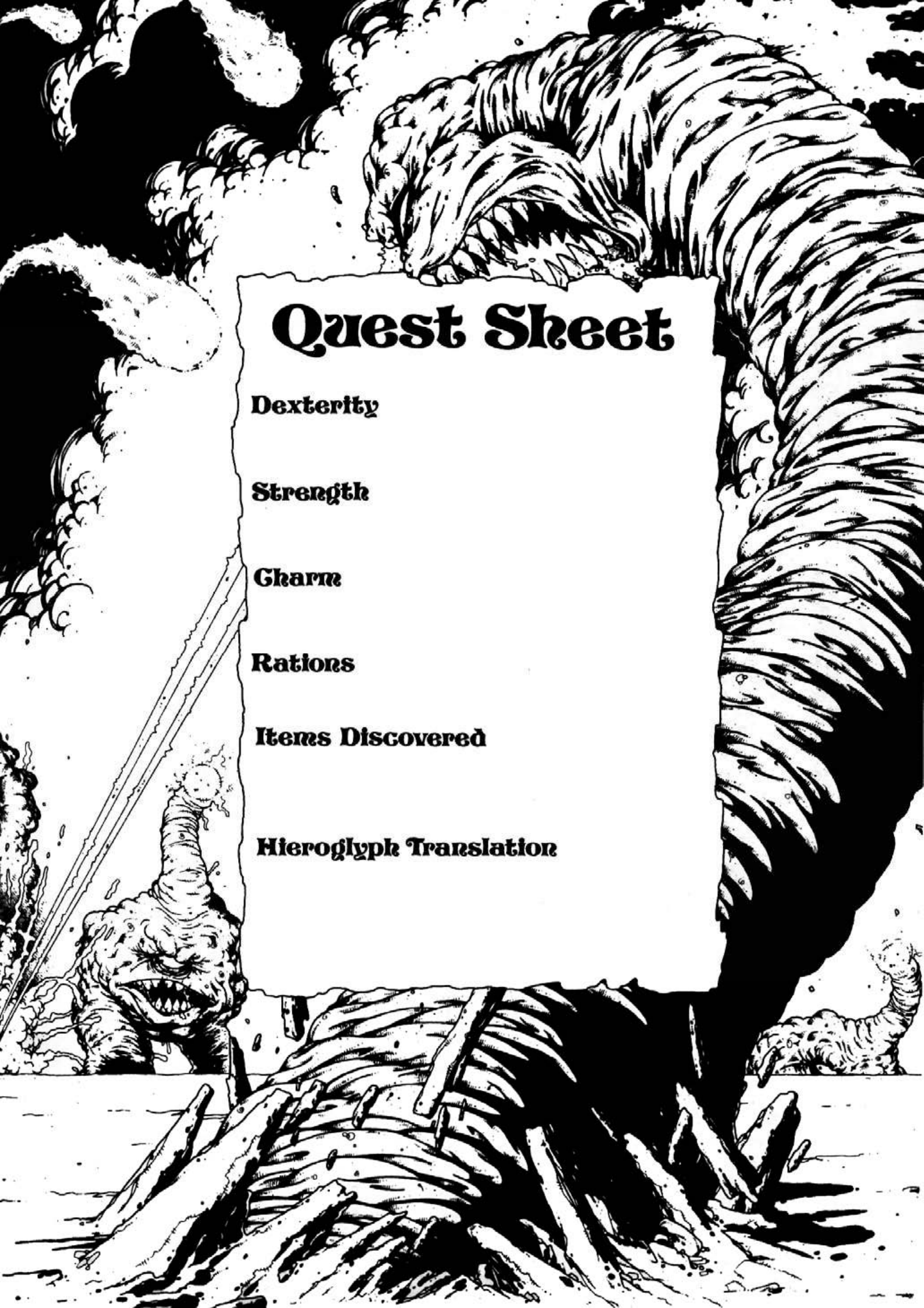
In some sections, you will be awarded extra points. These may add to your Dexterity, Strength, or Charm scores: but they may never exceed their maximum value.

When you lose points, you simply deduct these from your current scores.

***Replenishing your Strength***

The food that you purchase as you begin your adventure is enough for five meals. These are your rations for the quest you are about to undertake – make a note of them. Eating a meal restores five Strength points. When you stop for a meal – which you may do at any time, except during a battle – add five points to your current Strength score, and deduct one from the number of meals remaining to you. But remember that your investigation of the Pyramid of Ptah-hotep is fraught with danger. Use your rations wisely.





# Quest Sheet

**Dexterity**

**Strength**

**Charm**

**Rations**

**Items Discovered**

**Hieroglyph Translation**

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# Your Quest Begins..

The bazaar at Kiroona is the very last place in which you would care to lose your way. The gaudy colours of the tent-like stalls, the ceaseless bartering of a million different tongues; the fantastic collection of bizarre merchandise and the twisting maze of paths and alleys in between the never-ending sea of stalls – all serve to confuse and disorientate the senses. Once you lose your bearings, you've had it!

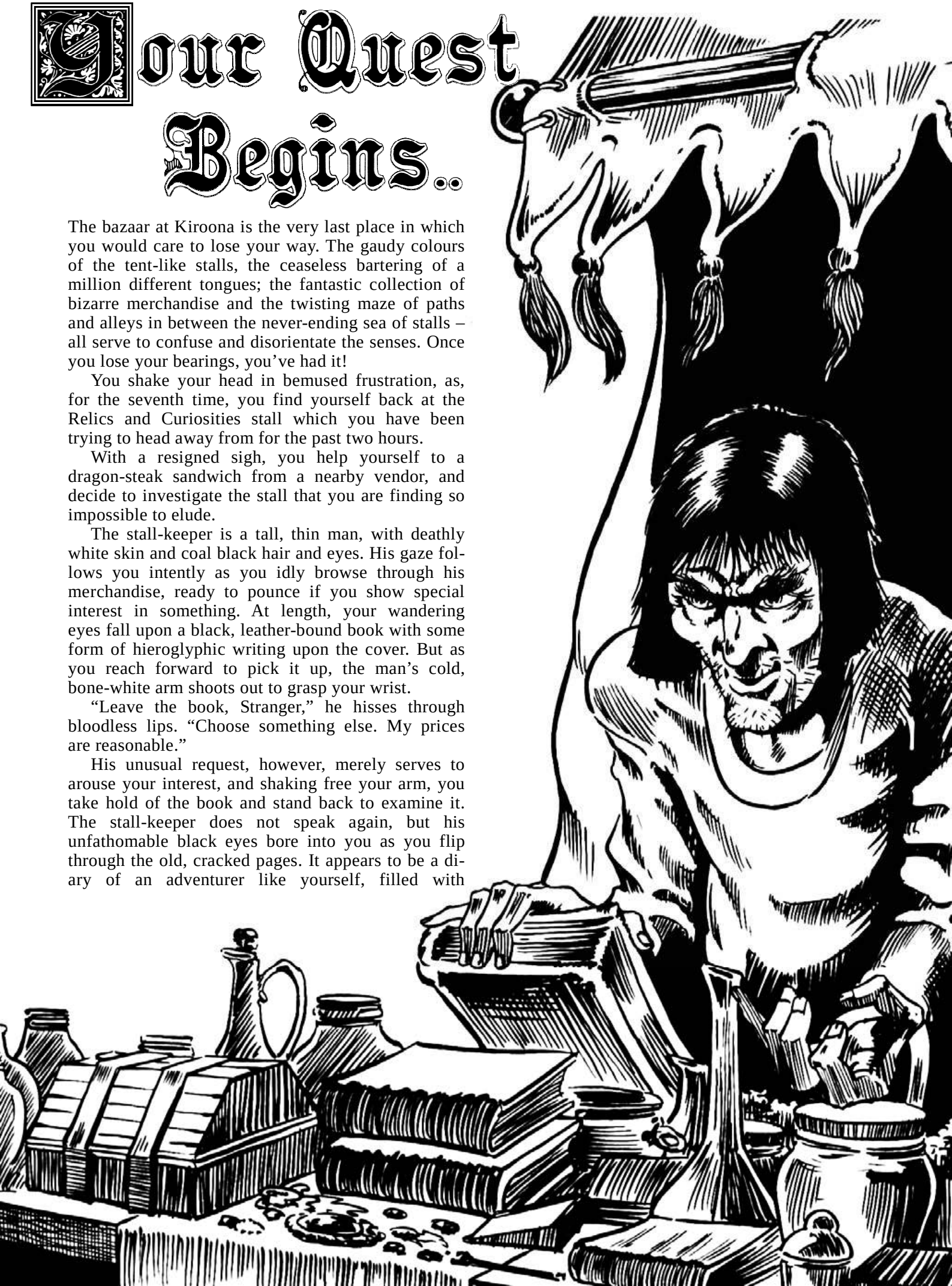
You shake your head in bemused frustration, as, for the seventh time, you find yourself back at the Relics and Curiosities stall which you have been trying to head away from for the past two hours.

With a resigned sigh, you help yourself to a dragon-steak sandwich from a nearby vendor, and decide to investigate the stall that you are finding so impossible to elude.

The stall-keeper is a tall, thin man, with deathly white skin and coal black hair and eyes. His gaze follows you intently as you idly browse through his merchandise, ready to pounce if you show special interest in something. At length, your wandering eyes fall upon a black, leather-bound book with some form of hieroglyphic writing upon the cover. But as you reach forward to pick it up, the man's cold, bone-white arm shoots out to grasp your wrist.

"Leave the book, Stranger," he hisses through bloodless lips. "Choose something else. My prices are reasonable."

His unusual request, however, merely serves to arouse your interest, and shaking free your arm, you take hold of the book and stand back to examine it. The stall-keeper does not speak again, but his unfathomable black eyes bore into you as you flip through the old, cracked pages. It appears to be a diary of an adventurer like yourself, filled with



diagrams, roughly sketched hieroglyphs and hurriedly scribbled notes. You tell the white-skinned man that you wish to take the book, and at once his face blanches even paler, if that is indeed possible.

"The price laid upon that item is too high," he rasps, and for some reason, you feel that he is not talking merely about money. You name a suitable amount, and after a flicker of indecision, he demands an unreasonably high price. You haggle for some time, until, reluctantly, the stall-keeper gives way and you purchase the book for nine gold pieces.

You move away from the stall and soon lose yourself once more in the crowd, but this time you have no difficulty in finding your way out of the bazaar, and never encounter the Relics and Curiosities stall again.

In the privacy of your rented room above the Inn of the Five Demons, you settle down to read the book. It is indeed a diary, as you first suspected, belonging to one Saal Merik, an adventurer and archaeologist. The diary tells of the expedition he led to the ancient Pyramid of Ptah-hotep in the Sighing Valley not far to the North of Kiroona. He discovered some minor treasure and became mildly famous, all about a hundred years ago. The last entry in the diary ends rather abruptly, and as you examine the back of the book more closely, you see that the last two pages are sealed with wax. Very carefully, with the top of your dagger, you slit the two pages apart and are now able to read the final entry:

"It is true. At last I have found it: the hidden entrance to a sealed-off section of the Pyramid that none must enter. Below, I have written a translation of the hieroglyphs that were inscribed upon the hidden door, and it is this warning that caused me to leave the Pyramid and never wish to set foot in it again. If any should find and read this, let not your soul be tempted by the lure of riches. I beg you to leave undisturbed the spirit of the *Thing* that dwells within the Pyramid's hidden chambers."

The translation then reads: " 'I, Akhemu Seku, confine behind this portal – the accursed Spirit of Seth, Incarnation of Evil, Slayer of Kinsmen, Enemy of the Gods. Yet let all who come here know that beyond this door also lie the priceless treasures of Ptah-hotep, the Glories of his reign and the Secrets of his Magic. If any wish to gain for themselves the treasure, they are either the greatest of Warriors or the greatest of Fools, for they risk the Curse of Seth, not only upon themselves, but upon the whole of this world. In only one way can the Curse be abated. At the moment of greatest danger, speak the words shown by the hieroglyphs below:

"But I say to all who read this: turn back. The treasures within are great indeed, but the power of the Curse is greater.' "

Saal Merik then continues: "I cannot decipher the hieroglyphs that contain the words to abate the Curse of Seth, but I believe that clues to their translation will be found within the hidden part of the pyramid.

"You who are reading this, heed the warning of Akhemu Seku as I myself have done and shall do for the rest of my life."

Excitement burns within you as you finish reading. You could never resist a challenge and you know that you will not rest until you have explored the hidden chambers of the pyramid. Without wasting any time, you gather together your few belongings and strap your sword to your side. You purchase food from the Inn before you leave, and set off for the ancient Pyramid.

In less than an hour you are standing before the dark entrance to the known part of the Pyramid. You light your torch and, holding a rough map from Saal Merik's diary before you, you step inside.

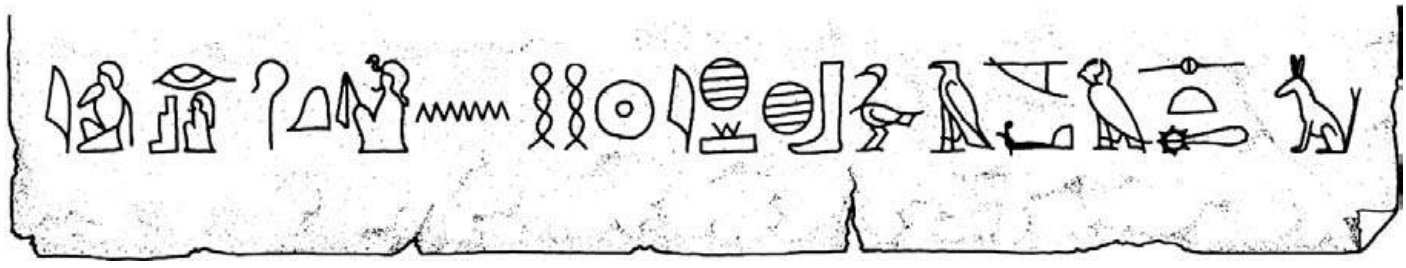
## Now read on....

**1**

You enter a long passage that leads North. The walls are formed of huge chunks of grey stone and the air is cold and faintly musty. The passage ends in a flight of stairs that plunge down into the depths of the pyramid for as far as your eyes can see. You glance round once at the dim star of the light behind you that was the entrance to the pyramid, then begin the descent.

The chill in the heavy air increases the further down you go, and the only sound is the click of your boots on the cold stone and the even rhythm of your breathing. You feel totally alone, completely cut off from the outside world.

Just as you are beginning to think that the stairs will never end, you arrive at their foot and find yourself in a small stone chamber. Two more flights of steps lead out from the room – one to the North that goes down yet again, and one to the East that goes up. The map from Saal Merik's diary indicates the hidden door lies to the North, but your natural curiosity causes you to hesitate. Will you investigate the way East first and then afterwards try to locate the secret door? – turn to **71**. Or will you ignore all diversions and proceed directly North? – turn to **16**.



**2**

| | *Dexterity* | *Strength* |
|---|---|---|
| JACKAL: | 8 | 0 |

If you win, turn to **34**.

**3**

Have you spoken with Hapi, the dog-headed son of Horus?

If so, turn to **35**. If not, turn to **19**.

**4**

The oval charm is carved of glowing orange carnelian and bears the image of the Eye of Horus. Its magic, if any, is unclear to you at this time. If you wish to keep it, you may place it in your backpack – turn to **152**.

**5**

You pull yourself up onto the stone platform and, after a moment's hesitation, climb upon the Sphinx's giant paws. Carefully, you work your way up past the serene features, till with aching fingers, you drag yourself onto the giant headdress. A golden star lit by the dusty sunbeam is set loosely into the centre of the Sphinx's forehead and as you reach out to examine this, it falls away at your touch. Behind it, you see revealed a tiny cavity, containing three dark, oval objects, which at first glance look like pebbles. Then as you lean forward to examine them closer, the eerie whisper once again fills the echoing room.

"Choose well one amulet, carved of precious stone,
Choose well and it may guard your flesh and bone.
Power great has one, the others slight.
But take just one or dangers you invite."

You now see that the three "pebbles" are, in fact, carved amulets. Will you choose an amulet? – turn to **3**. If you decide to climb down and leave the room of the Sphinx, turn to **63**.

**6**

You leap through the door as soon as it opens, and just manage to get through before it slams soundly shut behind you.

You find yourself at the South end of a corridor that heads North, and after following it for a little distance, you come to another passage leading off to your right. Will you continue North? – turn to **144**; or take the new passage East? – turn to **114**.

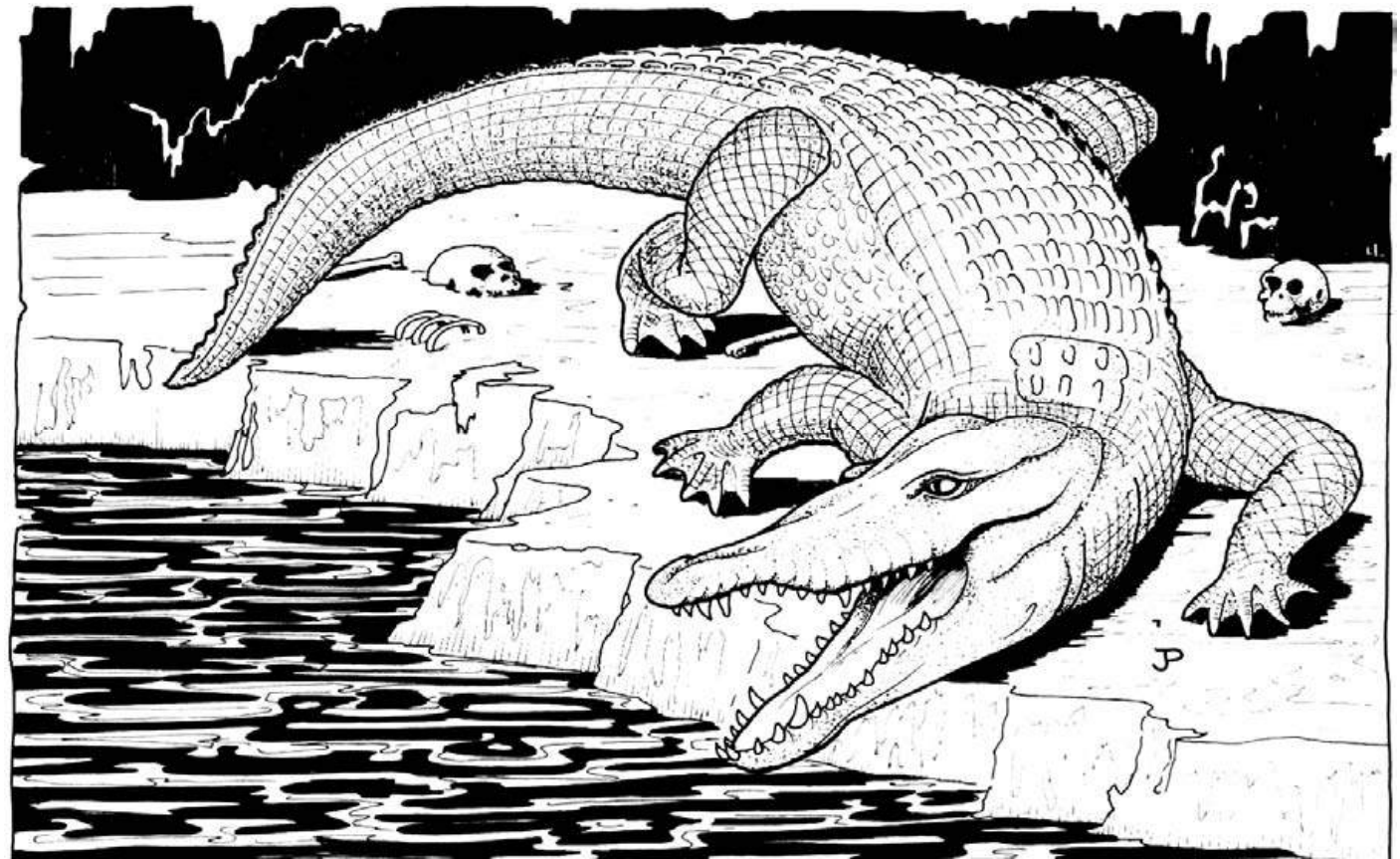
**7**

The staff is very heavy and has carved upon it three strange names: Semani, Khutchethf and Tchesef. You may take the staff if you wish. Will you now, if you have not already done so, examine the lock of hair? – turn to **104**; or leave through the North door? – turn to **191**.

**8**

As droplets of water splash onto the wax crocodile, it slips from your backpack and rapidly begins to change. Its pale wax scales darken to a glossy green and its white eyes cloud over until they are as black as the water you swim in. Only its razor-sharp teeth retain their glossy whiteness and these slowly part as it opens its vice-like jaws.

You just manage to reach the far side of the pool before the crocodile completes its transformation, and scrambling out of the water, you draw your



sword, the crocodile inches from your heels! The creature drags itself from the water and you realise that it has transformed itself into a creature more than twenty feet long. Before you can proceed, you must fight it for your life!

| | *Dexterity* | *Strength* |
|---|---|---|
| GIANT CROCODILE: | 9 | 16 |

If you win, turn to **65**.

**9**

There are two other doors out of the room: one in the North wall and one in the East. Will you go through the North door? – turn to **26**; or the East door? – turn to **53**.

**10**

You are at a junction. Will you go:

North? Turn to **196**
East? Turn to **157**

**11**

As the second door-keeper falls dead at your feet, the gate before you swings obediently open. You walk through and continue on your way North – turn to **97**.

**12**

The Typhonian Animal is the symbol of Seth, and since your two wooden opponents are also creatures of Seth, the statue you carry helps to cancel out their power. Add two onto your Dexterity for this battle – but since you are employing the statue's power, you must take two off your Charm Points.

| | *Dexterity* | *Strength* |
|---|---|---|
| FIRST STATUE: | 8 | 10 |
| SECOND STATUE: | 7 | 8 |

If you throw 12 when calculating your Fighting Power, you have managed to strike the statue with your torch, setting it alight. This immediately reduces the statue's Strength to zero. If you win, turn to **79**.

**13**

You enter a large room filled with heavy darkness. Oppression hits you like a burden weighing down your heart, and a cold shiver passes through your body. Tall marble pillars loom like pale ghosts in the shadows, disappearing into the midnight vaults of the ceiling. Ahead of you burns a single, pale flame in a round dish on top of a low pedestal. Beyond that, sitting crossed legged and hunched over its feeble warmth, is an old man. He does not appear to have noticed your entry, so, gripping your sword tightly before you, you walk slowly towards him.

You almost reach the white flame before the old man looks up. His face is lined with age and worry, his shoulders hunched by burdens and responsibilities, his pale eyes filled with weariness and defeat. He is dressed only in a kilt of white cloth, and has no hair at all upon his body except for thin, wispy eyebrows. His skin is shrivelled and withered like a dried-up husk.

"You have come at last, Bringer of my Death," he murmurs. "Make it quick and clean. I have lived long enough in pain to deserve not to die in pain also."

"Who are you?" you ask, confused and puzzled by these words.

To your surprise, the old man gives a harsh croak of laughter, causing his body to shudder violently as if in great pain. "You who have sought me for so long now know me not when at last we meet." He drags himself to his feet with the aid of a short wooden staff, his breath coming in rasping jerks. He stands no higher than your shoulder and peers up at you, his eyes filled with bitter mockery:

"I am Seth the Destroyer!" – turn to **68**.

**14**

You do not know how to abate Seth's curse, and can only watch in horror as the contorted words of evil flow from the Destroyer's lips. As Seth speaks, your heart freezes into ice, and your blood runs heavy as lead in your veins. Your limbs stiffen and your vision fades. Blood roars in your ears and then there is silence. You have become one of Seth's creatures of the realm of the undead, and soon the whole world will follow in your fate. Your adventure ends here!

**15**

The West door is very stiff, and you have to struggle to open it. When at last you squeeze through it, you realise the reason why: it is hidden on the other side by a huge stone sarcophagus standing against the wall. The room, in fact, is lined with these sarcophagi, except for an opening in the West wall and a closed door in the North. The sarcophagi are mostly made of wood, richly decorated with blues and golds, painted in the likenesses of the mummified bodies they were made to contain. Their glassy eyes stare sightlessly out at you and you feel intensely uncomfortable under their eternal painted gaze – turn to **90**.

**16**

You continue on your way North down the second staircase, which brings you out quite soon into an East–West passageway. You consult Saal Merik's map, and see that both passages appear to loop round and meet up in a large room to the North. You peer into the darkness on either side of you, but cannot make out whether one way is any better than the other. Will you go:

East? Turn to **61**
West? Turn to **32**

**17**

As soon as you press the left eye, a long and mournful howl echoes down from the chamber of the jackal to the North. The hairs prickle on the back of your neck at the unearthly nature of the sound, and you look up to see that the statue of the black jackal has come to life! It is standing in the North entrance of the room, looking straight at you with smouldering red eyes. Lose two Charm Points. Before you can proceed further, you must slay this huge and deadly creature – turn to **2**.

**18**

As soon as you take hold of the chain, a shower of rust falls down upon you. You quickly brush the worst of it from your clothes and hair, and then give the chain a firm tug – turn to **112**.

**19**

Will you choose:

| | |
|---|---|
| The right hand amulet? | Turn to **171** |
| The centre amulet? | Turn to **161** |
| The left hand amulet? | Turn to **4** |

**20**

The box is not locked, and very cautiously, you lift the heavy, golden lid. But you have not opened it more than a tiny crack when a jet of fire shoots forth from the box, striking your left cheek and burning it – lose two Strength points.

You leap back and draw your sword, as the lid of the box is thrown open by the thick coils of a golden Asp. It opens wide its hissing jaws and spits out another jet of fire which you narrowly manage to avoid. This is the Uraeus of Ra which spits fire to destroy its *wearer's* enemies. If you can subdue the sacred Asp and thereby become its master, it will be a great weapon for you. To subdue it, you must fight it as normal until its Strength is reduced to zero. This does not mean you have killed it, as it is Immortal, but it will from then on regard you as its master.

| | *Dexterity* | *Strength* |
|---|---|---|
| SACRED ASP: | 10 | 8 |

If you win, turn to **36**.

**21**

You push firmly against the left hand door, but it seems to be stuck. Will you try and prise it open with your sword? – turn to **84**; or, take a run at it and try to jolt it open with your shoulder? – turn to **221**.

**22**

As you stumble to your feet and look around, you become aware of faint noises behind you. A chill wind blows on your neck, and there is a grating, hissing sound, like ice evaporating in a storm. You make no move for a moment, and then turn slowly to face a creature whose oversized almond eyes begin to glow, as it fixes its gaze on you. The crumpled, upturned features, flared ears, and elongated wings identify it as Spath-Toloth, mentioned only briefly in Saal Merik's diary, but considered an eternal enemy of the living.

As it opens its jaws, spiked teeth unfold, and viscous white fluid escapes from its mouth. Its powerful arms reach out for you, as its hypnotic gaze holds you rooted.

Dream-like, Spath-Toloth approaches, achingly slowly; your mind is working, but your body will not respond. As the burning-cold breath of Spath-Toloth touches your face, his arms about to embrace you, you close your eyes and raise your sword, sluggishly and hopelessly. But, as you do, your sword bites into your hand – blood flows, and, as though a spell has been released, you recognise the enemy facing you. You feel that, for a short time, your soul had been stolen – but now you are in control again. Spath-

Toloth stands directly before you, his arms still outstretched. Although strong, and with a tough skin, Spath-Toloth has no defence against your sword. His only weapon is the powerful blows he can direct against you. from his enormous fists. Your spirits suddenly lifted, you close with him.

| | *Dexterity* | *Strength* |
|---|---|---|
| SPATH-TOLOTH: | 9 | 12 |

If you win, turn to **37**.

**23**

You recall Hapi's words – when faced with a choice of three, choose always the centre one. You judge you can manage to carry the weight of just one statue, without being encumbered too much, so you follow Hapi's advice and take the statue of the cat – turn to **74**.

**24**

You have no choice but to fight Apep with your sword. If you have an Amulet of the Eye of Horus, you can add one onto your Dexterity for this battle.

| | *Dexterity* | *Strength* |
|---|---|---|
| APEP: | 8 | 12 |

If you win, turn to **193**.

**25**

The scales tilt slowly up and down until your side falls down the heavier. The ibis-headed man makes a note on his palette and announces: "You have been weighed against Truth and found wanting. Your life is forfeit to Ammit, Devourer of the Dead," and he indicates to the fearsome beast that crouches behind the scales. At once, the unnatural creature leaps towards you, its crocodile jaws grinning evilly and its razor sharp lion's claws ready to rake your flesh! You jump down from the scales and draw your sword ready to defend yourself.

| | *Dexterity* | *Strength* |
|---|---|---|
| AMMIT: | 10 | 12 |

If you win, turn to **75**.

**26**

You go through the North door into a low corridor that leads North and then East and soon ends at a low open doorway. You stoop down and walk through into a long room – turn to **126**.

**27**

You are at a junction. Will you go:

| | |
|---|---|
| North? | Turn to **224** |
| East? | Turn to **56** |
| South? | Turn to **96** |
| West? | Turn to **147** |

**28**

More confident this time, you speak the second name inscribed on the golden object that you carry; "Khutchethf!" At once, the figure bows and steps aside, and the gate before you swings silently open. You walk quietly through and continue on your way North – turn to **97**.

**29**

If you have an Amulet of the Eye of Horus, you may add one onto your Dexterity for these battles.

| | *Dexterity* | *Strength* |
|---|---|---|
| FIRST STATUE: | 7 | 10 |
| SECOND STATUE: | 9 | 8 |

If you throw 12 when calculating your Fighting Power, you have managed to strike the statue with your torch, setting it alight. This immediately reduces the statue's Strength to zero. If you win, turn to **79**.

**30**

To your relief and delight, all four statuettes glow with a sudden burst of light, and then a doorway outlined in silver appears in the East wall. You hurry over to it, and it swings open as you approach – turn to **225**.

**31**

The removal of the jewel has triggered a hidden mechanism in the statue's arm, causing its raised sword to fall heavily downwards. You just manage to dodge aside in time, as it clangs down, biting into the stone floor with a shower of sparks. You wait for your beating heart to calm, relieved at your narrow escape, and then turn to leave. Will you go through:

| | |
|---|---|
| The North door? | Turn to **13** |
| The West door? | Turn to **15** |

**32**

The claustrophobic passage heads West for a little while and then turns to the North. As you round the corner, you find yourself suddenly face to face with a huge, dark man, who glares at you from under shaggy black brows. He holds an unsheathed sword in his paw-like hand, and the blade glints evilly in the red torch-light. You notice that he also carries a large, apparently empty sack, which he evidently had hoped to fill with treasures from the Pyramid. He is most displeased that you have discovered him in the process of tomb-robbing, and abruptly lunges at you with his scarlet blade. You must fight him for your life!

| | *Dexterity* | *Strength* |
|---|---|---|
| TOMB ROBBER: | 9 | 14 |

If you win, turn to **49**.

**33**

As soon as you touch the jackal-headed jar, to your amazement it begins to expand up and out from the chest. Its shape wavers and shimmers and gradually transforms into a humanoid who has the body of a man but the head of a jackal. You draw your sword, but he makes no threatening moves and instead speaks to you in a low, hissing growl:

"This I am permitted to tell you: I am Duamutef, son of Horus, who watches with Neith. Beware the animals of the desert in whose bodies the followers of Seth take refuge."

After delivering this strange and cryptic message, Duamutef vanishes in a swirl of blue mist – turn to **121**.

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**34**

After defeating the jackal, you may restore one Charm Point. You now press the right eye on the stone sarcophagus – turn to **72**.

**35**

You recall Hapi's words about decision-making when faced with a choice of three, and so you take the centre Amulet – turn to **161**.

**36**

You have successfully subdued the golden Asp, which now lies placidly at your feet. You may now, if you wish, wear it around your head as your Uraeus to protect you – turn to **93**. Or, if you prefer to leave the Asp alone and see if there is anything else in the golden box, turn to **123**; or leave through the North door – turn to **191**.

**37**

After defeating the beast you may restore two Charm Points. The top of the pit is about eight feet above you, and with a supreme effort you manage to haul yourself up onto the narrow ledge that runs around its rim. The pit takes up almost the entire floor of this small square room, the ledge above it leading to a door in the North wall, opposite the one you entered by. With great care, you make your way along the ledge till you come to the North door, which opens easily and you step through – turn to **191**.

**38**

You go through the door into a large room, the floor of which is more than half taken up by a dark, rectangular pool. A narrow channel of water runs from the pool across the floor, to disappear into a tiny opening at the foot of the East wall.

There are two doors in the South wall, another in the West wall and a fourth in the North. Between the doors, the walls are covered in hieroglyphs and pictures, so faded they can hardly be seen. Only one collection of symbols can be clearly made out, as if someone has recently restored them, and as you examine them, you suddenly realise they are part of the hieroglyphs that abate the Curse:

Underneath is the barely readable word, "Ruler", and you wonder who could have been here before you to translate these symbols. As you carefully copy them into Saal Merik's book, you hear a faint rippling from the pool behind you, and whirl around to see a monstrous serpent dragging its glistening dark coils from the water. This is the serpent Apep, Eternal Enemy of the Sun! Are you wearing a golden Uraeus? If so, turn to **85**. If not, turn to 24.

**39**

You go through the North door into a short, North-heading passage that soon ends in a T-junction. Opposite is a door set into the North wall. Will you go:

East? Turn to **223**
West? Turn to **195**

Or will you open the door in the North Wall? – turn to **210**.

**40**

You return West and soon arrive back at the doorway in the North wall and the junction South opposite it. You may now go through the North door – turn to **210**; or, if you have not previously been this way, explore along the passage West – turn to **195**.

**41**

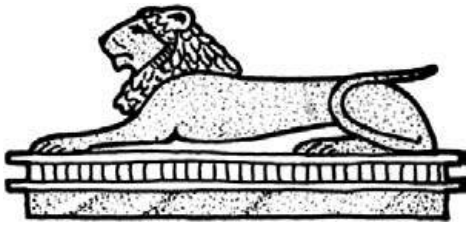
You are at a turning. Will you go:

East? Turn to **77**
South? Turn to **196**

**42**

You are at a junction. Will you go:

North? Turn to **187**
East? Turn to **207**



**43**

Suddenly, the cat stiffens. It begins to back away from you, hissing fiercely and arching its back, as if it has detected something evil about you. Lose two Charm Points. If you wish to keep the statue, remembering it may aid you in some way, turn to **129**. If you would rather discard it, turn to **149**.

**44**

You arrive back at the T-junction and this time go East – turn to **169**.

**45**

The Mummy does not move as you approach it, and when at last you stand before it, you strike its foul head from its rotting body with a mighty sweep of your sword. At once, the red fire dies in its eyes, and you grimly finish the task by slicing the rest of the mummy's body to pieces. Restore one Charm Point.

You are right next to the North door now, and you hurriedly leave through it before you can awaken any more of the rotting undead – turn to **13**.

**46**

With as much courage and conviction as you can muster, you hurriedly shout out the words that abate Seth's Curse:

"O, Osiris, Ruler of Eternity, Horus shall destroy Seth!"

At once, there is a blinding flash of light, that consumes the shadowy figure of Seth's evil spirit. As you shield your eyes with your hands, you make out the shining figure of a tall man with the head of a falcon, standing in the centre of the light. He is dressed in shining blue and gold, and upon his head is an elaborate crown and headdress. You wonder if this is Horus the Avenger himself.

There is an anguished wail, half man, half animal in nature, as Seth's form shrivels in the blinding rays, twisting and fading till it vanishes completely, and at that same moment, the light and the vision of Horus vanish also.

You are left in the blackness, blinking your watering eyes, waiting for your vision to adjust again. When at last you can make out your surroundings, you head triumphantly towards the far door in the North wall. The feeling of oppression has been lifted from the room, and your torch flame burns strongly for the first time since you entered the secret part of the pyramid. You kick open the north door, feeling sure that the treasures of Ptah-hotep are now yours! – turn to **140**.

**47**

The figures of Seth and Isis glow with a warm, silver light when you place them on their centre squares, but as you put down Horus and Osiris, a violent stab o£ pain shoots through your body and they remain dull and black. Lose two Strength points for wrongly placing Horus and two more for wrongly placing Osiris. Will you now try:

| | | |
|---|---|---|
| Seth Horus | | |
| Osiris Isis | | Turn to **120** |
| Osiris Isis | | |
| Seth Horus | | Turn to **30** |
| Osiris Horus | | |
| Seth Isis | | Turn to **59** |

**48**

The removal of the jewel has triggered a hidden mechanism in the statue's arm, causing its raised sword to fall heavily downwards, biting deep into your right shoulder. Lose four Strength points and two Dexterity points. If you are still alive, you may now leave through either the North door – turn to **13**; or the West door – turn to **15**.

**49**

You search the Tomb-Robber, but all you find are a couple of Ushabti figures at the bottom of his sack. These are miniature statues of Ptah-hotep that were supposed to perform the tasks required of the dead king in the Afterlife.

You continue along the passage North until it turns East and opens out into a large, square room – turn to **131**.

**50**

If you have lost any Charm Points, turn to **102**. If you have not lost any, turn to **82**.

**51**

Which door will you choose?

| | |
|---|---|
| The right hand one? | Turn to **201** |
| The middle one? | Turn to **73** |
| The left hand one? | Turn to **21** |

**52**

Cautiously, your backpack held high so as to try not to get it too wet, you wade out into the dark pool. The water is so cold your limbs ache at its touch. It moves sluggishly about you, thick and black, as if much denser than pure water – but when its droplets fall from you they are clear as those from a mountain spring.

The pool is deeper than you anticipated, and you will have to swim the short distance to the other side. Do you have the wax crocodile with you? If so, turn to **8**. If not, turn to **94**.

**53**

You go through into a narrow corridor that leads East for some distance and ends at a large stone door. Will you open the door? – turn to **38**; or return to the room with the pools and go through the North door there? – turn to **26**.

**54**

The feather is a work of art, slender and delicate, and seems to be modelled on the ostrich feather that you have noticed many times in paintings on the Pyramid walls. It is obviously of great value. Will you take the feather? If so, turn to **185**.

Of, if you have not already done so, examine the gratings – turn to **205**. Or will you leave this room? – turn to **220**.

**55**

Your mind struggles against the magical lure of the music, and with a concentrated effort of will, you suddenly snap out of the enchantment that the music has cast upon you. As if she has sensed this, the woman hesitates and the music stops. Then to your astonishment, the woman gradually fades away into the blackness, but before she vanishes completely, you are sure that you glimpse the shadowy figure of a mighty golden lion standing in her place.

You venture cautiously forward, but are surprised to discover that the passage soon ends at a blank wall. There are no indications of any hidden doors, so you turn around and go back West – turn to **67**.

**56**

You are at a turning. Will you go:

| | |
|---|---|
| South? | Turn to **127** |
| West? | Turn to **27** |

**57**

As the third door-keeper falls dead at your feet, the gate before you swings open and you step over the body to walk through into the blackness beyond – turn to **69**.

**58**

You ask him how you can help and he tells you that he will live as long as the white flame burns in the dish before him.

"But that burns eternally," he says. "It can only be extinguished by one thing."

You ask what that thing might be, and he replies, "Blood."

You swallow nervously and ask what he has in mind.

"Just a few small drops," he tells you. "That is all that is required to put out the flame. It cannot be my own blood. That is the curse of it, or I would have bled myself to death over its sickly glow centuries ago. Will you help me?"

Will you agree to help the old man in this manner? – turn to **217**; decide that he is just a crazy old man and leave him? – turn to **139**; or strike him with your sword? – turn to **130**.

**59**

The figures of Seth and Osiris glow with a warm, silver light when you place them onto their centre squares, but as you put down Horus and Isis, a violent stab of pain shoots through your body and they remain dull and black. Lose two Strength points for wrongly placing Horus and two more for wrongly placing Isis. Will you now try:

| | | |
|---|---|---|
| Horus<br>Seth | Isis<br>Osiris | Turn to **47** |
| Seth<br>Osiris | Horus<br>Isis | Turn to **120** |
| Osiris<br>Seth | Isis<br>Horus | Turn to **30** |

**60**

There are two doors out of the room, one in the West wall and another in the North. Will you go:

| | |
|---|---|
| North? | Turn to **13** |
| West? | Turn to **15** |

**61**

The passage goes East for a short distance and then turns North. There are some faded hieroglyphs on the right hand wall, and you can just make out the pictures . . .

Beneath this group of hieroglyphs, the word "Seth" has been scratched into the stone wall. This is one of the words of the hieroglyphs that abate the Curse and you make a note of it in Saal Merik's diary before proceeding on your way. The passage continues North for a short while, then turns West and opens out into a large square room – turn to **131**.

**62**

As soon as you touch the hawk-headed jar, to your amazement it begins to expand up and out from the chest. Its shape wavers and shimmers and gradually transforms into a humanoid who has the body of a man, but the head of a hawk. You draw your sword, but he makes no threatening moves, and instead speaks to you in a clipped precise tongue:

"This I am permitted to tell you. I am Qebhsnuf, son of Horus, who watches with Selket. The lock of Ra's hair cures the burns from his golden box."

After delivering this strange and cryptic message, Qebhsnuf vanishes in a swirl of yellow mist – turn to **121**.

**63**

Will you leave through the door you entered by and go back West? – turn to **122**. Or leave through the North door? – turn to **103**.

**64**

You desperately search for a hidden exit from the rapidly filling room, but to no avail. This chamber will soon be your own tomb. Your adventure ends here!

**65**

Dripping and shivering, you make your way along the Northwards passage, until it ends in a T-junction. Will you now go:

East? Turn to **186**
Or West? Turn to **176**

**66**

The green pool has some hieroglyphs inscribed around its edge, which with the help of Saal Merik's notes you translate as meaning "The Great Green Lake". As you gaze into its emerald depths, the waters seem to swirl and darken before you and then become clear – and it is as if you are looking through a window into another world. Throw one dice.

If you throw 1 Turn to **86**
If you throw 3 Turn to **145**
If you throw 5 Turn to **95**
If you throw 2, 4, or 6 Turn to **125**

**67**

You soon arrive back at the junction off to the South, but you continue West along the passage – turn to **176**.

**68**

You stare at the old man in astonishment, not sure whether to laugh or strike him with your sword. Seeing the surprise and confusion on your face, the old man gives a sad smile.

"See how fallen are the mighty!" he laughs bitterly. "This is my punishment – imprisoned in a tomb but unable to die. I am tired of life. Will you kill me?"

If you agree to his request and wish to learn how to kill this man who cannot die, turn to **58**.

If you think he is not Seth but a tired old madman and decide to leave him, turn to **139**.

If you wish to strike the old man with your sword, turn to **130**.

**69**

You continue warily along the passage North, but to your relief you do not encounter any more gates. Eventually, the passage comes to an end at a T-junction. Will you go:

East? Turn to **169**
West? Turn to **198**

**70**

| | *Dexterity* | *Strength* |
|---|---|---|
| SETH (in the form of the Typhonian animal): | 10 | 12 |

Since Seth in this form has both claws and teeth, he has two attacks each round instead of just one. Calculate your Fighting Power as normal, but when it is Seth's turn, you must calculate his *Fighting Power* twice for each round, to see if he has wounded you with both his claws and his teeth.

If you win, turn to **80**.

**71**

The stairway goes upwards for quite some distance, and your legs ache wearily by the time you get to the top. You emerge out into a small, stone chamber, which has no other exits. The walls are covered with faded paintings of humanoids that have the heads of animals. Against the East wall is a large chest, decorated with hieroglyphs and other strange symbols, but dominated by the painting of a large, stylized eye. Will you:

Try to open the chest? Turn to **81**
Go back West down the stairs and investigate North? Turn to **16**

**72**

As you press the right eye, you hear a grinding sound to the North, and you jump up to see that the stone block of the jackal statue is sliding slowly to one side. You hurry North into the chamber of the jackal, and see revealed a dark staircase that had been hidden under the block of stone!

You cautiously venture down the stairs and come at last to Saal Merik's hidden door. There, upon its

surface, are the warning hieroglyphs, inscribed centuries ago by Akhemu Seku. Although you are well aware of the nature of the warning, beyond this door lies the challenge and adventure you seek. Without any hesitation, you reach out and touch the door. Instantly, it slides to one side, as if it has waited throughout the centuries for the touch of one who dares to challenge the warning it bears.

Beyond is a dark passage, and as you step through, the door slams shut behind you with a sound like that of the lid falling on a stone coffin – turn to **50**.

**73**

You open the door and go through into a small, square room which has one other door on the North wall. The room is empty except for a large, golden box in the centre of the floor. Do you wish to open the box? – turn to **20**. If you would rather leave the room through the North door, turn to **191**.

**74**

The golden cat is quite heavy, but not very big, and will easily fit in your backpack. Before you pack it away, however, you notice that the statue has two strange names carved upon the bottom: "Semenai" and "Khutchethf'. Add one to your Charm Points. You make a note of these words in Saal Merik's diary, and then investigate through the doorway to the North – turn to **203**.

**75**

Abruptly, you are standing confused and disorientated beside the pool, Millions of Years. You shake your head in disbelief, trying to decide whether what you experienced was illusion or reality. You have no answers to your questions, so you may now, if you wish, leave this room – turn to **212**. Or, if you have not already done so, examine the green pool – turn to **66**.

**76**

You continue to approach the woman, and as you draw near, she holds out in her left hand a golden plate, upon which is a small loaf of bread and a cup of clear water. You previously had not noticed she was carrying these items and you wonder how she has suddenly caused them to appear. Your mind, however, is so filled with the strange, unearthly music, you cannot seem to clearly focus your thoughts.

"Eat, Stranger," the woman tells you in a voice that is a velvet-soft whisper. "And I will lead you to the Fields of Peace."

Are you wearing a golden ostrich feather? If so, turn to **107**. If not – turn to **156**.

**77**

You are at a junction. Will you go:

| | |
|---|---|
| North? | Turn to **166** |
| South? | Turn to **148** |
| West? | Turn to **41** |

**78**

You do not know the name of the third Door-keeper, and keeping a wary eye on the lion-headed figure, you try to edge past him, your sword gripped firmly in your hand. The creature utters a low, menacing growl and then leaps towards you, its deadly jaws eager to tear your flesh!

| | *Dexterity* | *Strength* |
|---|---|---|
| THIRD DOOR-KEEPER: | 9 | 10 |

If you win, turn to **57**.

**79**

You have managed to defeat the two statues, and as they fall burnt and broken to the floor, you notice that they are hollow. If you wish to break open the statues to see if they contain anything, turn to **180**. If you prefer to leave through the North door, turn to **150**.

**80**

You have reduced Seth's Strength points to zero, yet you cannot kill him in this way with your sword because of his immortal nature. His black spirit is still alive, and it leaves the body of the animal to hover in front of you in the form of a dark man with the head of the beast you have just slain.

"Hear me now, mortal," Seth hisses. "You have defiled my tomb and now I lay upon you and your world my Curse!"

You must act quickly. Do you know the full translation of the hieroglyphs that abate the Curse of Seth? If so, count the letters of the translation, add three and turn to that number. If not, turn to **14**.

**81**

The lid of the chest is not tightly secured, and you raise it with little effort. Inside you see four stone jars, the tops of which are carved into the likenesses of four creatures – a jackal, a dog, a human, and a hawk. Will you open one of the jars? – If so, turn to **91**. Alternatively, go back West down the stairs and investigate the North staircase there? If so, turn to **16**.

**82**

As you walk through the doorway, you notice something glittering in the dark dust at the foot of the door. You bend down to retrieve the object and see that it is a golden ring, set with a single pearl that glows like moonlight in the light from your torch. Add one onto your Charm Points. You place the ring carefully into your backpack and proceed on your way – turn to **102**.

**83**

You recall Hapi's words that when you are faced with a choice of three, you must always choose the centre one, so you decide to go through the middle door – turn to **73**.

**84**

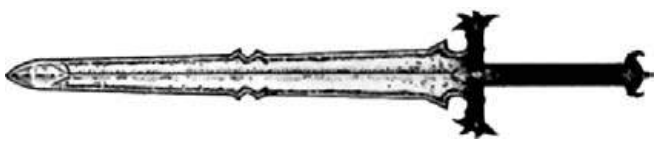
You place your sword in the crack of the door and use it as a lever to prise open the door. Throw two dice. If the numbers add up to the same as or less than your Charm Points, turn to **182**. If they add up to more than your Charm Points, turn to **211**.

**85**

Instantly, the golden Asp around your head shoots forth a jet of fire, bathing Apep in flames. The serpent falls back into the black pool, the hissing of its pain drowned by the hissing of the fire as it meets the dark water. Apep re-emerges, badly burnt and much weakened, and as the Uraeus does not strike again, you must finish him off with your sword.

| | *Dexterity* | *Strength* |
|---|---|---|
| APEP: | 6 | 4 |

If you win, turn to **193**.



**86**

Instead of green liquid, you see in the pool a mighty throne of black marble. To either side of this is a brazier of burning coals and in their blood-red light, you can see that there is a dark figure seated upon the throne. Then the figure gets to its feet, so that in the red light you can see that it is a tall man whose head is in the form of a snarling beast with a thin snout and fiery eyes.

Slowly, the man turns to look at you until his burning eyes seem to bore straight into your heart. Lose four Charm Points. You stagger back from the pool, chilled to your soul, and when you get up the courage to glance back into the "Great Green Lake", the image has gone – turn to **164**.

**87**

You return East and arrive back at the junction South opposite the doorway in the North wall. Will you:

| | |
|---|---|
| Go through the North door? | Turn to **210** |
| Continue East? | Turn to **223** |

**88**

As the stone door closes behind you, you stand up and brush the clinging sand from your clothing. You are at the South end of a North-heading passage which is soaked in darkness. You have previously lit your way with the torch you carry, but now your flickering torch flame has little effect against the impenetrable blackness of this chilling passageway. Are you carrying the statue of the Typhonian animal? If so, turn to **209**. If not, turn to **197**.

**89**

You do not know the name of the second Doorkeeper any more than you knew the name of the first, and realise that you will have to fight this creature to proceed.

| | *Dexterity* | *Strength* |
|---|---|---|
| SECOND DOOR KEEPER: | 7 | 8 |

If you win, turn to **11**.

**90**

You have taken only a few steps into the room when the marble paving stone you have just stepped on sinks a little way into the floor. You realise it must have triggered some hidden mechanism, for at that same moment, the lid of one of the sarcophagi near to the North door creaks open. You freeze in your tracks, hardly daring to breathe as from out of the sarcophagus shuffles a grey bandaged figure. You have heard rumours in the past of the mummified dead coming back to life, and had always scoffed at such stories, but now as you face the awful truth of those tales, the blood runs cold in your veins.

The figure is shrouded in the stench of death and the overpowering smell of rotting flesh churns your stomach. It turns its hollow eye sockets to face you, and as its undead gaze falls upon you, you feel as if the shadow of Death has been cast over you – lose one Charm Point. Then a blood red fire kindles in the Mummy's hollow eyes, bathing you in ruby coloured light. At once, a feeling of weakness washes over you – Lose one Strength point. You realise that this is the Mummy's form of attack – a Strength Drain!

From the tales you have heard, you know that to destroy the monster you have merely to slice its head and limbs from its body with your sword – but you have to get to the Mummy first! There are six paving slabs between you and the Mummy. Each time you step on a slab, throw two dice. If the numbers on both dice add up to the same as or less than your Strength points, you may proceed safely onto the next slab and throw the dice again. If, however, the numbers add up to more than your Strength points, the Mummy's Strength Drain has weakened you and you must take two off your Strength before you step onto the next slab. If you are still alive after stepping on all six slabs, turn to **45**.

**91**

Will you open the jar with:

| | | |
|---|---|---|
| The jackal head? | Turn to | **33** |
| The dog head? | Turn to | **111** |
| The human head? | Turn to | **101** |
| The hawk head? | Turn to | **62** |

**92**

Taking a deep breath, you push the door with all your strength, but it does not budge. As you press closely against its icy surface, you notice, however, a few worn hieroglyphs scratched faintly into the smooth stone. Holding your torch closer, you are just able to read:

. . . and underneath, even more faintly, are the age-worn letters "Horus shall destroy".

Excitement grips your heart, as you suddenly realise that not only does this translation show that you are not the first explorer to venture into the Pyramid, but also you have learnt part of the meaning of the hieroglyphs which abate the Curse! Carefully, you make a note of the translation in Saal Merik's diary.

Will you now:

| | | |
|---|---|---|
| Pull the rusty chain? | Turn to | **18** |
| Go back West? | Turn to | **122** |

**93**

You gingerly pick up the golden Asp and lift it up so that it can wind itself around your forehead. Do you now wish to see if there is anything else in the box? If so, turn to **123** – or leave through the North door? If so, turn to **191**.

**94**

To your intense relief, you make it safely to the far side, and drag yourself from the clinging black water to continue along the North passage – turn to **65**.

**95**

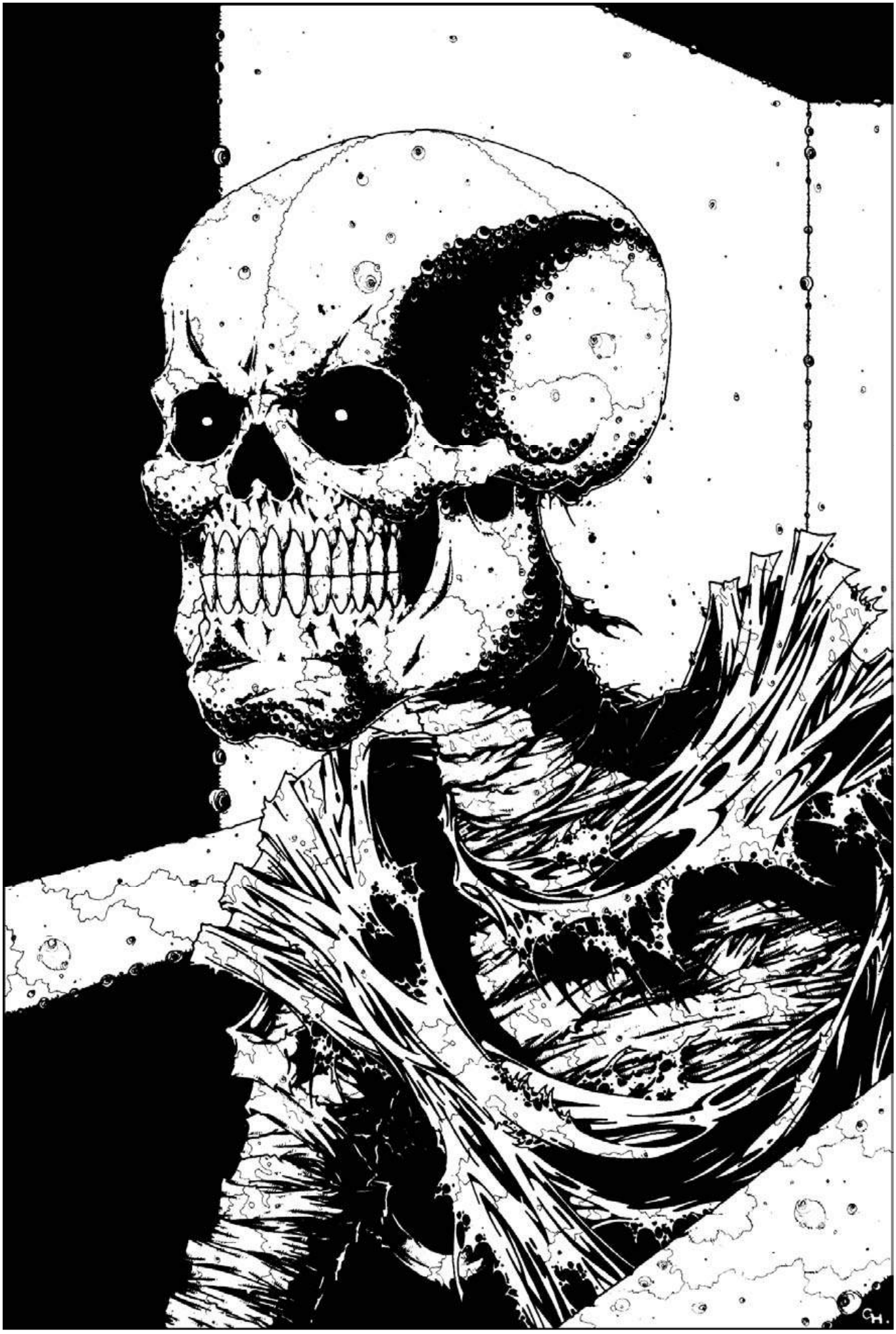
Instead of green liquid, you see in the pool the image of a tall woman with long black hair, dressed in a white robe. In her right hand she carries an unusual musical instrument consisting of a wooden frame fitted with loose strips of metal and jingling coloured discs.

She looks straight at you from the depths of the pool and beckons to you, but you are filled with a sudden inexplicable feeling of dread, and tear your eyes away from hers. When you glance back into the pool, the image has vanished – turn to **164**.

**96**

You are at a junction. Will you go:

| | | |
|---|---|---|
| North? | Turn to | **27** |
| East? | Turn to | **127** |
| South? | Turn to | **207** |
| West? | Turn to | **187** |



**97**

Once again, you have not gone far along the passage before you come upon a third gate. This time, the guardian is a figure in golden robes with the head of a lion.

"I am the Third Doorkeeper," he snarls, his eyes burning gold in the dim torchlight. "If you wish to pass through this gate, you must first speak my name."

Do you have a golden staff? If so, turn to **179**. If not, turn to **78**.

**98**

You have difficulty pushing open the door, which grinds reluctantly on its hinges. You enter a small room, thick with black shadows, and your torch flickers alarmingly as if struggling for oxygen to burn in. There is one other door out in the North wall, and as you head towards it, one of the black shadows starts to move.

You freeze in your tracks, gripping your sword and holding your torch higher. An icy shudder passes through you, as you realise that buried in the room's dark shadows is a Giant Scorpion, black as pitch, with huge claws and a barbed tail, the slightest touch of which would fill you with deadly poison. You have no chance to retreat as the Scorpion attacks!

| | *Dexterity* | *Strength* |
|---|---|---|
| GIANT SCORPION: | 10 | 12 |

If you throw 12 when calculating the SCORPION'S Fighting Power, the monster has scored a hit with its tail, injecting you with its black poison and killing you instantly.

If you win, turn to **160**.

**99**

The statue of the Typhonian animal gives you power against Seth. Normally Seth would be able to damage you twice per round because he has both claws *and* teeth. The statue, however, reduces his number of attacks to one per round. Fight him, therefore, as you would any normal opponent.

You may also add two onto your Dexterity for this battle.

| | *Dexterity* | *Strength* |
|---|---|---|
| SETH (in the form of the Typhonian animal): | 10 | 12 |

If you win, turn to **80**.

**100**

You dig the point of your sword into the narrow crack around the glittering jewel, and, to your surprise, the black diamond easily flips out into your hand. Throw two dice.

If the numbers on both dice add up to the same as or less than your Charm Points, turn to **31**.

If they add up to more than your Charm Points, turn to **48**.

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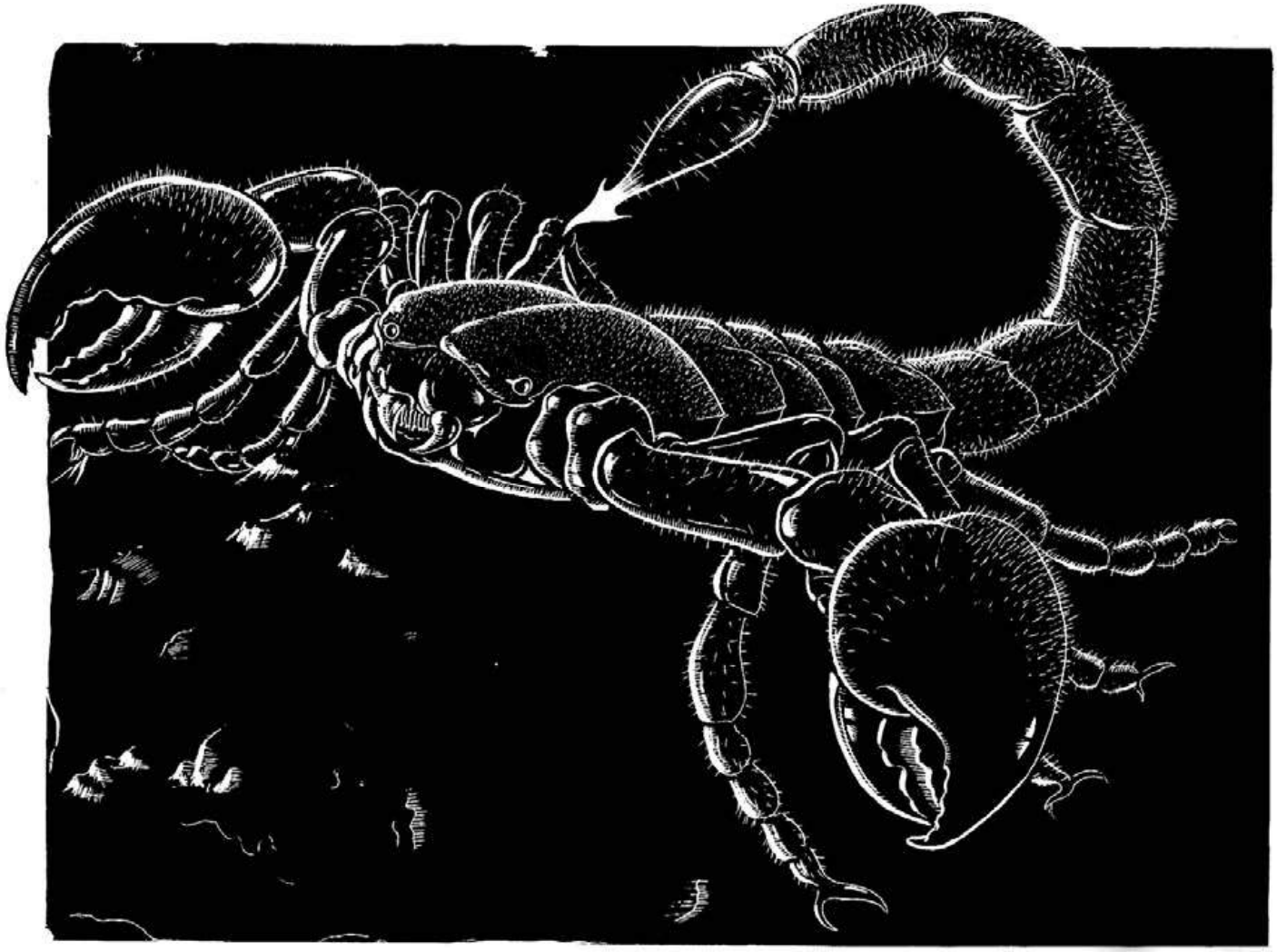

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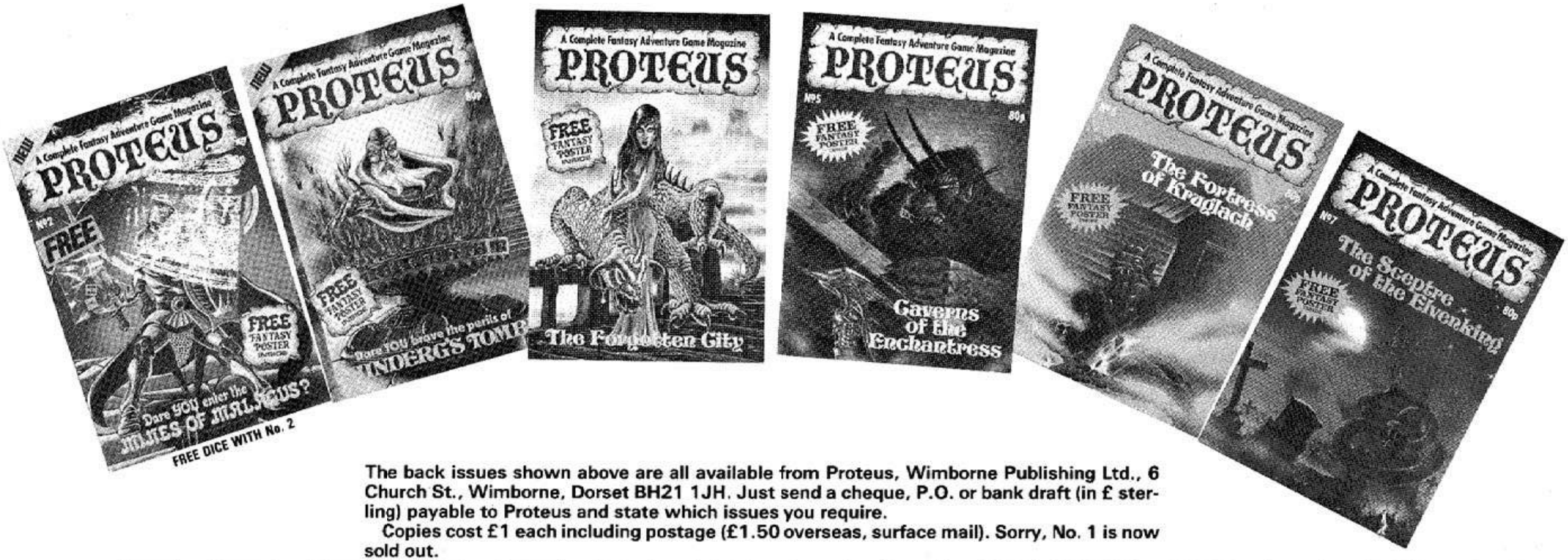
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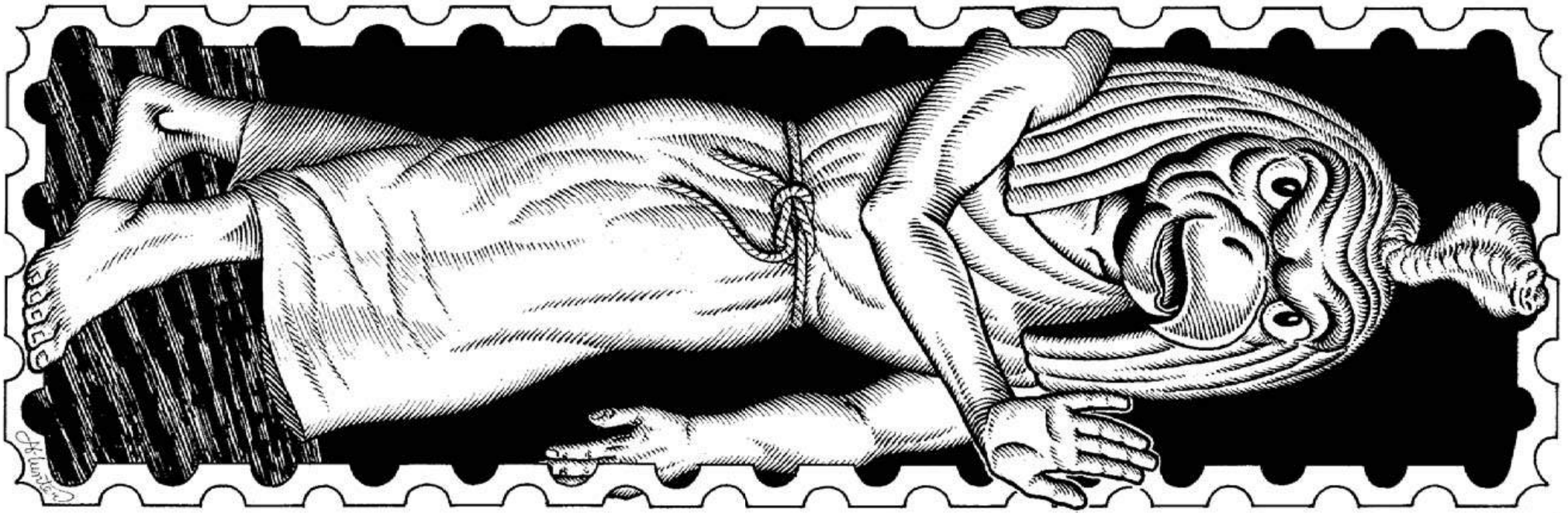


**101**

As soon as you touch the human-headed jar, to your amazement, it begins to expand up and out from the chest. Its shape wavers and shimmers and gradually transforms into a man whose head is identical to that which was on top of the jar. Your draw your sword, but he makes no threatening moves, and instead speaks to you in a sighing whisper:

"This I am permitted to tell you. I am Imsety, son of Horus, who watches with Isis. The eye that you must press is the one on the right." After delivering this strange and cryptic message, Imsety vanishes in a swirl of white mist – turn to **121**.

**102**

You venture beyond the doorway into a low, musty corridor that heads North for a short distance and then ends in a T-junction. Will you go:

East? Turn to **132**
West? Turn to **181**

**103**

The North door is very slightly ajar and you can just get your fingertips into the open crack. You pull on the door as best you can, and manage to drag it open a little more, so you can get a better grip. You heave on the door with all your strength, and with a grinding shudder, it opens enough for you to squeeze your body through.

You enter a room that is much smaller than the Hall of the Sphinx. It has no opening for sunlight to brighten its gloomy corners, and you hold your torch higher to view your surroundings better. Then abruptly, the door behind you slams shut with a shuddering boom. You whirl around and probe its unyielding surface, but discover no means of opening it on this side. With a sinking heart, you see that there are no other doors out of the room, and as you begin to methodically search for some indication of a secret door, you suddenly hear the faint dry trickle of falling sand.

With rising panic, you look up to see a number of tiny slit-like openings high up in the walls of the room, and through these filters an unceasing stream of dark sand. Turn to **64**.

**104**

As soon as you touch the lock of hair, all the burns that the golden Asp inflicted upon you are magically healed! You may restore your Strength points to what they were when you first entered this room. Will you now, if you have not already done so, examine the golden staff? If so, turn to **7**. Alternatively leave through the North door? Turn to **191**.

**105**

The wax crocodile is amazingly life-like, and as you examine it, it almost seems to be staring back at you through its pale, blind eyes. You put the wax crocodile into your backpack, but it is a bit too long to fit in properly, and its waxen head sticks well out of the top of your pack. You take one last glance at the other two statues, and then investigate through the doorway North – turn to **203**.

**106**

The scales tilt slowly up and down until they finally hold steady and level. The ibis-headed man makes a note on his palette and announces:

"You have been weighed against Truth and found not wanting. You may return."

Turn to **75**.

**107**

Charmed by the woman's golden voice and the enchanting lure of the music, you are about to take the bread from the tray when there is a sudden burning pain in your throat. Instantly, the spell is broken, and you snatch your hand back, leaving the bread and water untouched. Keeping a wary eye upon the woman, you reach up to take the golden feather from the clasp of your cloak, as it is this that is burning against your throat.

As soon as you touch it with your hand, you somehow know the true meaning of the woman's words: The Fields of Peace is the Afterlife of the Gods, and if you had consumed the bread and water, your mind would be lost and you would become a servant of the Gods forever. Seeing the feather, the woman bows her head slightly.

"I cannot stand against the Feather of Truth," she says, and then slowly fades away into the blackness. But before she vanishes completely, you are sure that you glimpse the shadowy figure of a mighty golden lion standing in her place. You venture cautiously forwards, but are surprised to discover the passage soon ends at a blank wall. There are no traces of any hidden doors, so you turn around and go back West – turn to **67**.

**108**

You continue North along the stifling dark passage, and very soon come across another gateway, exactly the same as the one you have just passed through. The guardian of this one, however, is a white-robed man with the head of a falcon. He steps from out of the consuming blackness into your feeble torchlight and holds up a warning hand. When he speaks, the words are faint and distorted and you can only just make them out:

"I am the second Doorkeeper. If you wish to pass through this gate, you must first speak my name."

Do you have a golden staff or the golden statue of a cat? If so, turn to **28**. If not – turn to **89**.

**109**

You make your way over to the North door, watched silently by the painted eyes of the dead. You feel a presence in the room – the lingering evil of something not quite dead; that should have departed this life aeons ago, You shudder. Lose one Charm Point. Eager to leave the scrutiny of the sarcophagi, you hurry out through the North door – turn to **13**.

**110**

You enter a low corridor that heads North for quite a short distance and then turns' West. Quite soon, it opens out into a narrow room, filled with what at first sight appears to be a load of old; junk. Empty crates, large stone coffins (also empty, you are relieved to notice!), numerous small wooden carvings of men and animals and figures which are' not quite human. Of particular interest are two large, stone statues of armed fighters against the South wall: One holds a broken sword out before him in an attitude of surrender, while the other has his sword raised high above his head, his faced carved into an eternal cry of rage.

Something glinting in the forehead of the latter statue catches your eye, and you walk over to investigate. Set into the statue's stone helm is a huge black diamond of priceless value. Never have you seen a stone of such size and quality. Do you wish to try to prise the jewel from the statue's helm? If so, turn to **100**. If not, turn to **60**.

**111**

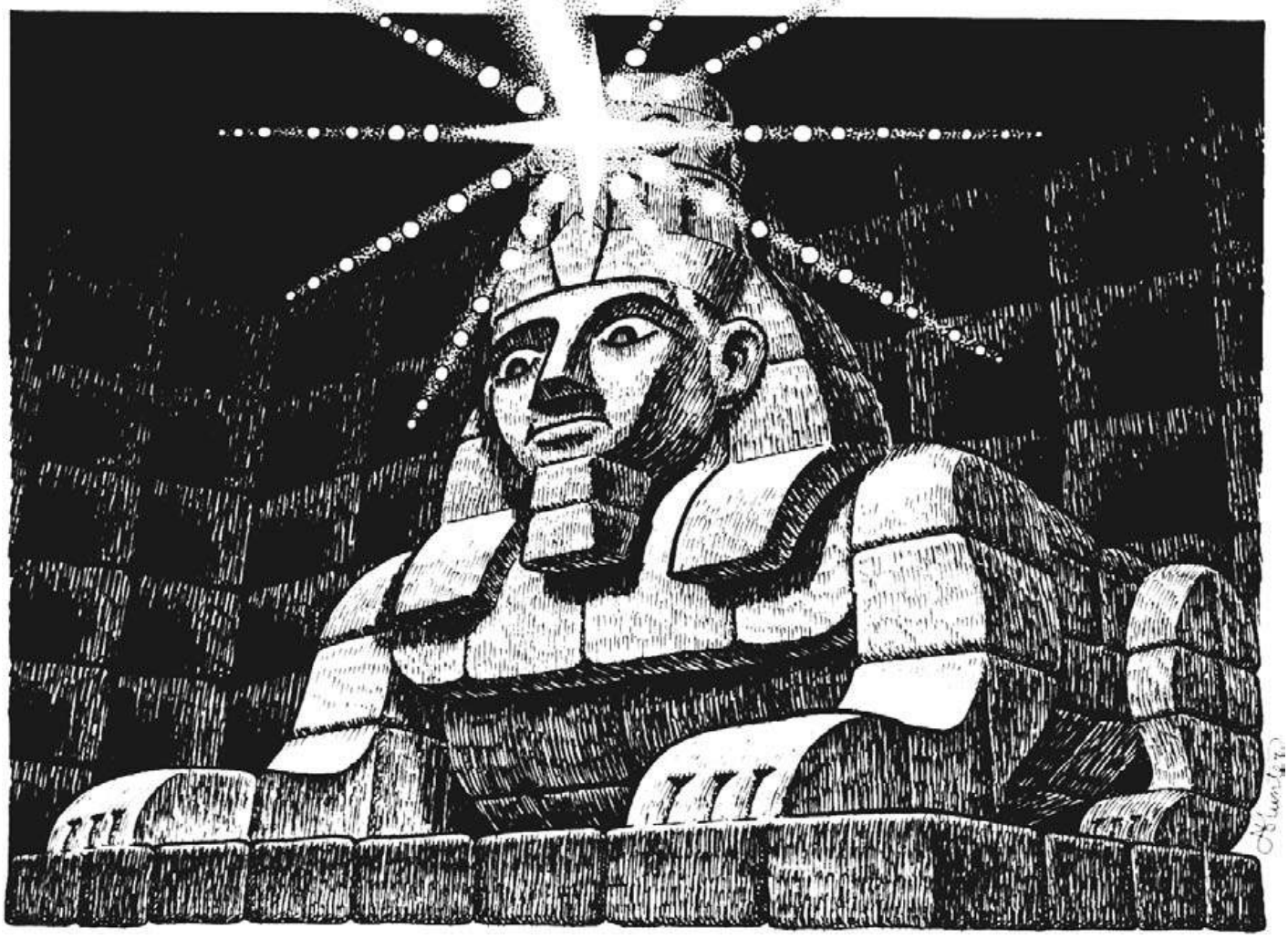
As soon as you touch the dog-headed jar, to your amazement, it begins to expand up and out from the chest. Its shape wavers and shimmers and gradually transforms into a humanoid who has the body of a man but the head of a dog. You draw your sword, but he makes no threatening moves, and instead speaks to you in a rough growl:

"This I am permitted to tell you. I am Hapi, son of Horus, who watches with Nephthys. When you have a choice of three, choose always the centre one." After delivering this strange and cryptic message, Hapi vanishes in a swirl of green mist. Turn to **121**.

**112**

Instantly, as smoothly and as silently as if it had been built only yesterday, the stone door slides open to reveal a huge room beyond. You step through into a beam of dazzling light, and squinting in the brightness, you peer upwards to see an opening in the misty ceiling, far, far above you. Through this streams a narrow beam of golden sunlight, filled with dancing dust motes, disturbed by the opening of the door. You step out of the sunbeam, and as your eyes adjust, you are filled with amazement and awe at the sight before you.

The room is almost entirely filled by a huge, stone Sphinx: Its gigantic lion's body rests magnificently upon giant stone platform, its mighty paws lying only a few feet away from you. Its head is crowned



with an ornate headdress of blue and gold, and its wisdom-filled eyes gaze eternally upon the doorway through which you have just entered. The only other exit is through a door in the North wall.

As you gaze in awe upon the immense stone creature before you, you are suddenly aware of an almost inaudible whisper echoing eerily about you. The whispering gradually forms into words and seems to have no definable source, apparently originating in the very air around you:

"If you would the ancient magic seek,
First you must climb upon my time-worn brow.
But only when the sun sinks dying to the West
Will you find the things I speak of now.
The last rays of the sinking sun
Will light upon a star above my eyes,
Set just inside the headdress of the crown,
Which you must loosen to obtain the prize."

After the voice has finished speaking, you notice that the narrow sunbeam has moved so that it now falls upon the Sphinx's giant head. Will you climb onto the Sphinx and try to discover the meaning of this riddle? If so, turn to **5**; or will you leave this room? – turn to **63**.

**113**

In desperation, you take out the ring, and in the light of your torch, the moonlight pearl glows brightly. With its unearthly radiance, you can now make out that the walls of the room are completely covered by silvery hieroglyphs and, to your intense relief, you can also see the faintly glowing outline of a door to the North. You hurry to investigate, and with the help of Saal Merik's notes, decipher the hieroglyphs on the door which tell you the exact spot to press and trigger the hidden mechanism to open it – turn to **6**.

**114**

The passage heads East for a short distance and then turns North. Quite soon it ends at a small doorway, decorated with pictures of colourful animals and a great many hieroglyphs. Do you wish to open the door? – turn to **154**. Or retrace your steps to the other passage and continue North? – turn to **144**.

**115**

You decide to ignore the South doors, as they would lead you back towards the part of the Pyramid you have already explored, so you leave through the door in the North wall – turn to **39**.

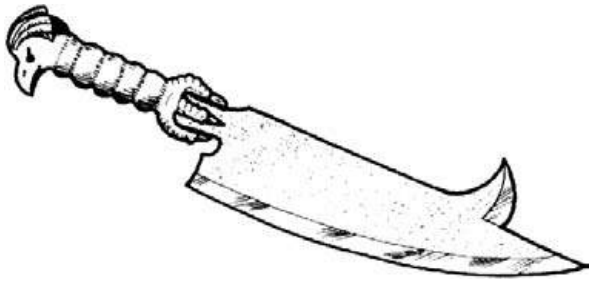
**116**

You recall instantly the feeling of dread when you saw the image of this woman in the green pool. Trusting in your instincts and the warning that the pool seemed to have given you, you turn around before the woman reaches you and hurry back West – turn to **67**.

**117**

You are in a North-South corridor. Will you go:

| | |
|---|---|
| North? | Turn to **215** |
| South? | Turn to **218** |



**118**

The statues stand slightly larger than man-size, and are identical. They are of a tall, broad-shouldered man with commanding features and powerful-looking limbs. Turn to **199**.

**119**

To your horror, the old man's skin begins to writhe. His body arches over onto all fours, his nose and mouth elongate, and his bones crack and twist horribly. Thick, black hairs ooze from every pore. He gives a contorted scream of agony and rage as the transformation draws near its end, and you find yourself facing a huge, black jackal-like creature, with a thin, curved snout, straight, square-cut ears and a stiff, forked tail. This truly is Seth, and you must fight him to the death.

If you have the statue of the Typhonian animal, turn to **99**. If you do not, turn to **70**.

**120**

You have placed all four statuettes on the wrong squares and four sharp stabs of pain shoot through your body. Lose two Strength points for each statuette you placed wrongly (i.e. lose eight Strength points altogether). Will you now try:

| | | | |
|---|---|---|---|
| Horus | Isis | | |
| Seth | Osiris | Turn to | **47** |
| Osiris | Isis | | |
| Seth | Horus | Turn to | **30** |
| Osiris | Horus | | |
| Seth | Isis | Turn to | **59** |

**121**

At that same moment, the other three jars vanish also, leaving the chest before you completely empty. Puzzling over what you have seen and heard, you go back West down the stairs to the room at the bottom and then make your way down the North steps there – turn to **16**.

**122**

You head back West until you arrive once more at the T-junction, but you ignore the way South and continue Westwards – turn to **181**.

**123**

The lid of the box has been thrown open by the Asp, and you look inside to see a long, golden staff and a shining lock of hair. Have you spoken with Qebhs-nuf, the hawk-headed son of Horus? If so, turn to **172**. If not, turn to **162**.

**124**

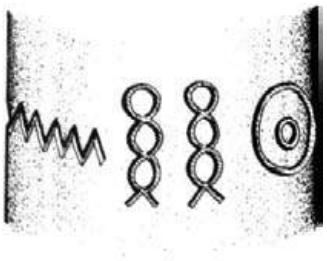
Although small, the statue is very heavy and deathly cold when you pick it up. Its jet black eyes glitter darkly in the flickering torchlight, and as you study it, a slight shudder passes through your body – lose two Charm Points. This is the symbol of Seth himself, known as the "Typhonian animal". Although it may help to protect you against Seth's dark magic, its evil will taint your soul, and in possessing it, you may fall under Seth's domination and could lose your will to his command. It is for you to decide whether to risk keeping it or not.

If you do wish to keep the statue, you may put it in your backpack, and then investigate through the doorway North – turn to **203**.

If you do not wish to risk carrying the statue with you, you may choose either the cat – turn to **74**, or the crocodile – turn to **105**.

**125**

Instead of green liquid, you see in the pool the image of a tall, ebony pillar which seems to be standing in some sort of great hall. The pillar has some hieroglyphs engraved into its glossy surface and you recognise them as being part of the words that abate the Curse:



Instantly, you know their meaning, as surely as if someone had suddenly whispered the words into your ear: "of Eternity". You quickly write them in Saal Merik's diary and when you look back into the pool, the image has vanished – turn to **164**.

**126**

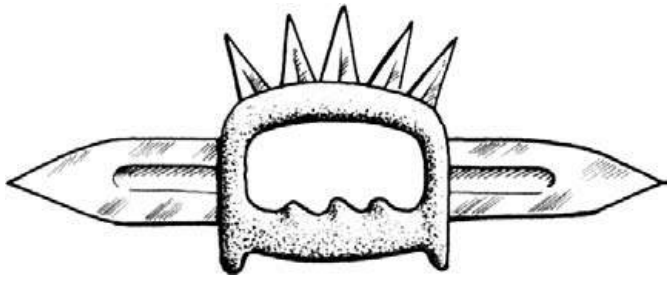
The room you enter has four small doorways, one in each wall. The East and West are open, but the North and South doorways are barred by thick iron gratings. In the centre of the room is a tall pedestal, on top of which is a beautiful feather made of finely spun gold and silver. Will you:

| | | |
|---|---|---|
| Examine the feather? | Turn to | **54** |
| Examine the grating barring the North and South doorways? | Turn to | **205** |
| Leave this room? | Turn to | **220** |

**127**

You are at a junction. Will you go:

| | | |
|---|---|---|
| North? | Turn to | **56** |
| East? | Turn to | **196** |
| South? | Turn to | **214** |
| West? | Turn to | **96** |



**128**

As you deliver the final death stroke, the iron gate behind the Doorkeeper swings silently open, and you walk quickly through – turn to **108**.

**129**

The cat gives a loud hiss, then turns and vanishes once more into the shadows. You continue on your way West, and quite soon the corridor turns North, and then opens out into a small room – turn to **159**.

**130**

With one swift movement, you raise your sword and bring it down upon the old man's unprotected head – but to your amazement the blade passes straight through without harming him!

"That wasn't nice," the old man snarls, his pale eyes burning. "You're going to regret that!" Turn to **119**.

**131**

The room is dominated by a huge, stone sarcophagus in the centre of the floor, that once contained the mummy of Ptah-hotep. The inner coffins, masks and valuable jewelry have long been removed, together with the mummy itself, and all that remains is this outer chest of stone. The walls and ceiling of the room and the stone sarcophagus itself, are decorated with pictures of animals, plants and birds, and also representations of human figures and gods, accompanied by many hieroglyphic symbols.

In the North wall is an opening that leads through to another smaller chamber, which you can just make out contains a large, black statue of a jackal, lying on a rectangular stone slab. Saal Merik's diary indicates that the door to the hidden part of the pyramid is concealed somewhere in the chamber of the jackal. But his confused notes seem to point to the stone sarcophagus as being the key to the opening of that door. You examine the sarcophagus more closely, and find that the painted carvings upon it are based around two large, stylized eyes. On closer examination, it appears that the eyes are slightly indented, as if they can be pushed inwards. Have you spoken with Imsety, the human-headed son of Horus? If so, turn to **151**. If not, turn to **141**.

**132**

You head East down the corridor until it ends quite soon at a large, stone door. A slightly rusty chain hangs down before the door, but other than that there is no apparent handle or lock. Will you:

| | | |
|---|---|---|
| Try pulling on the chain? | Turn to | **18** |
| Try to push open the door? | Turn to | **92** |
| Leave the door and go back West? | Turn to | **122** |

**133**

You suddenly realise that it is the gold ring set with a pearl that the Sphinx is referring to, and you triumphantly shout your answer into the still, dead air. At once, the North door opens silently inwards and you cannot resist the temptation to investigate.

You enter a room that is much smaller than the Hall of the Sphinx. It has no openings for sunlight to brighten its gloomy corners, and you hold your torch higher to view your surroundings better. Then abruptly, the door behind you slams shut with a shuddering boom. You whirl around and probe its unyielding surface, but discover no means of opening it on this side. With a sinking heart, you see that there are no other doors out of the room, and as you begin to methodically search for some indication of a secret door, you hear the faint, dry trickle of falling sand.

With rising panic, you look up to see a number of tiny slit-like openings high up in the walls of the room, and through these filters an unceasing stream of dark sand. Turn to **113**.

**134**

The pit appears empty, but it is steeped in flickering, menacing shadows. Unseen hatred from a powerful spirit grasps for you, as you look wildly around. With strength and skill born of fear, you leap to catch hold of the edge of the pit and haul yourself out.

Shaking with effort and fear, you slowly calm down, and look around – turn to **173**.

**135**

You go through the door into a narrow corridor that leads Westwards for some time, finally coming to an end at a small stone door. The door has the paintings of two pools upon it, one green and one blue. If you wish to open the door, turn to **170**. If you would rather return to the room where you fought Apep and go through the North door there, turn to **39**.

**136**

You keep going West until the passage ends at a small doorway and you will have to stoop low to pass under it. Do you wish to go through the doorway? – If so, turn to **126**.

Or turn back along the passage and go through the North door? – turn to **210**.

**137**

You are in an East-West corridor. Will you go:

East? Turn to **166**

West? Turn to **178**

**138**

As you approach the door, the cat suddenly hisses a low warning, and backs warily away from you. Its golden eyes flicker to your left and right, then it turns and pads swiftly away, back through the South door. Glancing to each side of you, you get the strangest feeling that the two statues have moved slightly. Do you wish to open the North door? – turn to **189**; or retrace your steps South and then East, back to the T-junction? – turn to **44**.

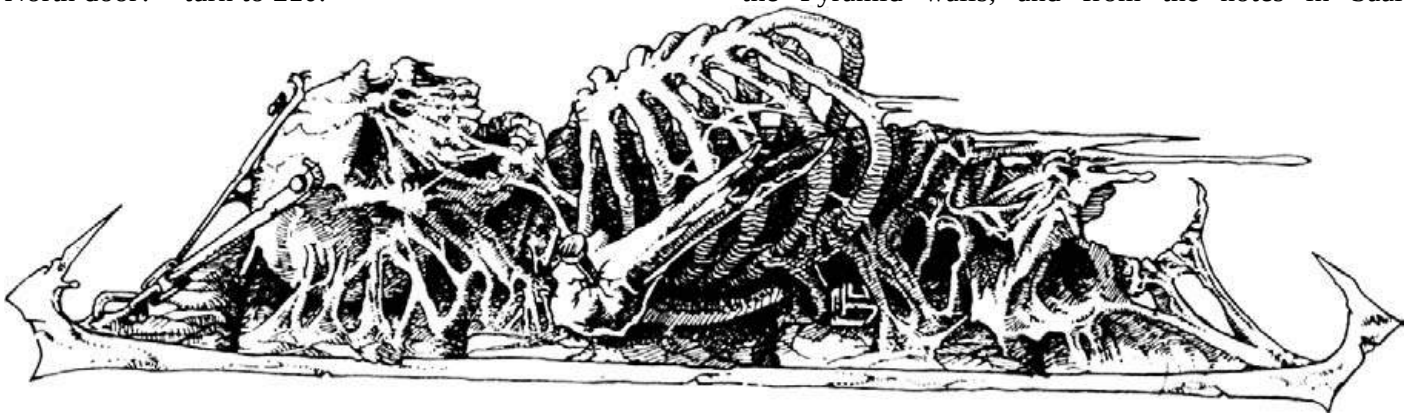
**139**

You look in contempt upon the scrawny creature before you that in its madness has claimed it is the Immortal Enemy of the Gods. You sheath your sword, and turn to walk past the old man towards the North end of the room, where you think you can make out a door in the shadows. Then from behind you, you hear a low, menacing snarl, that could come from no human throat, and the hairs prickle on the back of your neck. You draw your sword and whirl around in one swift movement – turn to **119**.

**140**

You go through into a small chamber, which, to your surprise and dismay, contains none of the great treasures that you expected. Instead, there is just a low stone pedestal, set into the top of which is a wooden board of black and silver squares. Upon each of the four corner squares is a tiny figure carved of jet black stone. You instantly recognise the figure in the top left hand corner as Seth, his beastlike head carved into a menacing snarl. The figure in the top right hand corner you also recognise as the being with the head of a falcon who appeared to destroy Seth. This, you feel, is Horus the Avenger.

The bottom right hand figure is a mummified man, with his arms raised to cross over his chest. In his hands he holds a crook and a flail. The fourth figure in the bottom left hand corner is that of a slender woman with an elaborate headdress. You have seen representations of both these figures in paintings on the Pyramid walls, and from the notes in Saal



Merik's diary, you realise the man must be Osiris and the woman his sister-wife, Isis.

Upon the North wall of the room is a large faded painting of the same checkered board, but with the four figures now standing in the four centre squares. The painting is so faded and cracked, however, that you cannot make out which figure is in what square, apart from Seth, who is in the bottom left. There are no other doors out of the room, and you realise that placing the four figures in the centre of the board might trigger some hidden mechanism to open a secret door. In what order will you place the figures?

| | | | |
|---|---|---|---|
| Horus | Isis | | |
| Seth | Osiris | Turn to | **47** |
| Seth | Horus | | |
| Osiris | Isis | Turn to | **120** |
| Osiris | Isis | | |
| Seth | Horus | Turn to | **30** |
| Osiris | Horus | | |
| Seth | Isis | Turn to | **59** |

**141**

Which eye will you press?

| | | |
|---|---|---|
| The right? | Turn to | **72** |
| The left? | Turn to | **17** |

**142**

You have no idea as to what the Sphinx could be thinking of, so you may now either go back through the West door – turn to **122**; or, ignore the Sphinx's words and go through the North door, despite the fact that you cannot answer the riddle – turn to **103**.

**143**

You search desperately for some means of escape from the rapidly filling room, and are rewarded when your fingers brush against a hidden lever concealed in the grotesque carving.

A doorway opens in the wall to the North, and you scramble through, along with a small pile of sand, to find yourself in an East–West corridor. The door closes behind you as soon as you have passed through it, and you breathe a sigh of relief at your lucky escape – turn to **191**.

**144**

You head North for a short distance until the passage ends at a large stone door. The door bears hieroglyphs which, as far as you can make out, seem to be some sort of warning, and there is a large painting of a black and golden cat cutting off the head of a serpent with a knife. Do you wish to go through the door? If so, turn to **38**. Or, if you have not already done so, you may go back and take the passage branching off to the East – turn to **114**.

**145**

Instead of green liquid, you see in the pool the image of a detailed map of twisting passages. So life-like is the map, you feel as if it is not a drawing, but that you are standing looking down on the area from some great height. It appears to be some kind of maze, and you just manage to note that the exit is in the South-East corner, before the image vanishes – turn to **164**.

**146**

The musical instrument that the woman carries makes a pleasant and strangely compelling sound, drawing you towards her. Throw two dice and add the numbers together. This is the Charm Score of the Sistrum (the musical instrument). If the Charm Score of the instrument is the same as or less than your current Charm score, turn to **55**. If it is greater than your Charm score, turn to **76**.

**147**

You find yourself at a dead end and have no choice but to turn round and go back East – turn to **27**.

**148**

You are at a junction. Will you go:

| | | |
|---|---|---|
| North? | Turn to | **77** |
| South? | Turn to | **157** |
| West? | Turn to | **196** |

**149**

You throw the statue to one side and the cat cautiously approaches you again. Add one Charm Point, and turn to **216**.

**150**

You enter a narrow passage that goes North for a short distance and then turns East. Shortly afterwards, it opens out into a narrow room, the walls of which are lined with standing sarcophagi. They are mostly made of wood, and richly decorated with blues and golds, painted in the likeness of the mummified bodies they were made to contain. Their glassy eyes stare sightlessly out at you, and you feel intensely uncomfortable under their eternal painted gaze.

You see a door out in the North wall, and hurriedly begin to make your way across the paved marble floor towards it. Throw two dice.

If the numbers on both dice add up to the same as or less than your Charm Score, turn to **109**.

If they add up to more than your Charm Score, turn to **90**.

**151**

Imsety's words suddenly make sense to you, and you reach out and firmly press the right eye inwards – turn to **72**.

**152**

After taking the Amulet of your choice, you climb down from the Sphinx, and then once again the eerie whispering fills the air.

"I am the Eternal Sphinx, Guardian of Ways and Keeper of Ancient Treasures. This is the third and last time that you shall hear my voice. It is my right to ask a riddle of those who wish to pass through the North door which I guard, and your answer, if correct, will help you beyond the door:

Two circles I see joined as one,
One white as the moon,
One gold as the sun.
One from the deepest Ocean came,
The other wrought with tool and flame.
Tell me, what is it that I see?"

Did you discover anything as you passed through the door that led to this hidden part of the Pyramid? If so, turn to **133**. If not, turn to **142**.

**153**

You search frantically for some means of escape from the rapidly filling room, but to no avail. You are trapped forever in this tomb of sand and your adventure ends here!

**154**

The door opens easily at your touch and you go through into a small room. The stone walls are richly decorated with animals like those upon the door, a mixture of common creatures and fantastic compositions of mythical beasts. An open doorway leads out of the room in the North wall, and through it, you can make out the glint of dark water.

In the centre of the room are three small statues of animals. To your right is a crocodile made of pale wax; in the centre is a golden cat; and to your left is a fantastic beast carved of black stone. It vaguely resembles a jackal, but has a thin, curved snout, straight square ears and a stiff, forked tail. Have you encountered Hapi, the dog-headed son of Horus? If so, turn to **23**. If not, turn to **219**.

**155**

The blue pool has some hieroglyphs inscribed around its edge, which with the help of Saal Merik's notes, you translate as meaning "Millions of Years". As you gaze into its azure depths, your vision begins to blur and you feel suddenly dizzy. The image of the pool, Millions of Years, grows and swirls before your eyes, expanding to fill the limits of your vision. You close your eyes, but the pool is still there, sparkling and brilliantly blue. You clutch at your head and fall unconscious to the cold stone floor – turn to **175**.

**156**

Your will is lost to the charms of the woman's voice and the enchanting lure of the music. Helpless under her spell, you eat the bread and drain the last drop of water from the cup. You have become the servant of the Gods, and wherever they lead, you will follow. You will pass beyond this life, never to return. Your adventure ends here!

**157**

You are at a junction. Will you go:

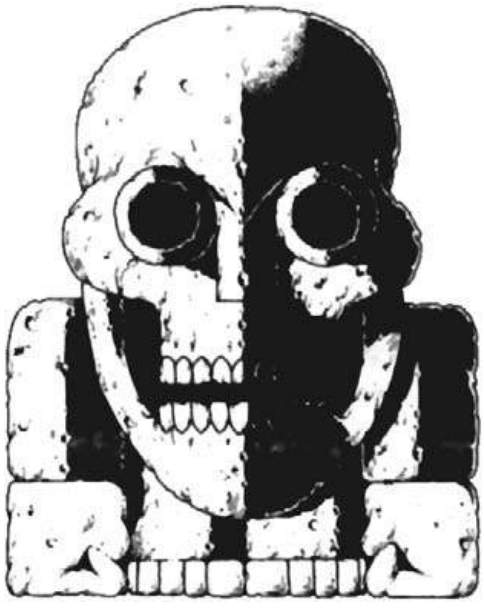
| | |
|---|---|
| North? | Turn to **148** |
| West? | Turn to **10** |

**158**

You have no idea what the man's name could be, and in sudden desperation, you try to dodge past him, and force your way through the gate. The Doorkeeper is too quick for you, however, and leaps in front of you with his blade raised for combat. You have no choice but to fight him!

| | *Dexterity* | *Strength* |
|---|---|---|
| FIRST DOORKEEPER: | 8 | 6 |

If you win, turn to **128**.

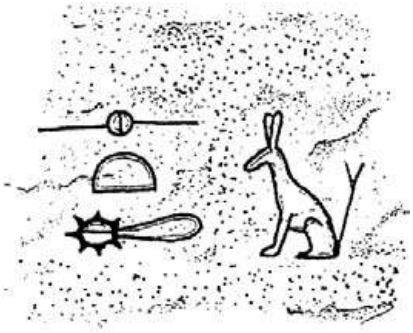


**159**

There is one other door out of the room, in the North wall, and on either side of this stands a dark wooden statue. Did you encounter a Tomb-robber soon after you first entered the Pyramid? If so, turn to **168**. If not, turn to **118**.

**160**

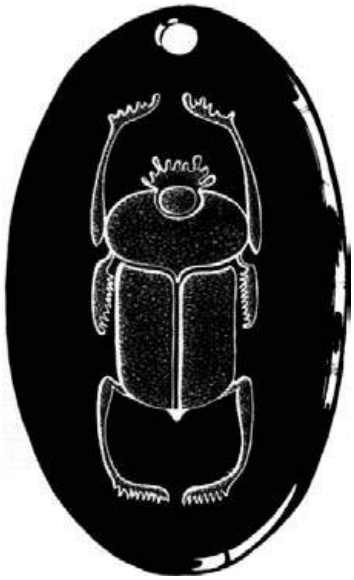
As the Scorpion collapses at your feet, a strange white mist begins to seep out from its body. You back away cautiously, as the mist gradually coalesces into the form of a tall man with the head of a snarling beast. This image lasts only a brief moment, though, before the figure once again fades into mist, which flows away under a crack in the north door. It leaves behind, however, a small papyrus scroll, which you carefully unroll to read:



. . . and underneath is written: "The sign of my Lord, Slayer of Osiris, Adversary of Horus, Incarnation of all that is Evil: SETH!" You carefully place the scroll into your backpack and then, since it is the only other exit, you cautiously open the North door – turn to **110**.

**161**

The smooth oval Amulet is as black as jet and carved into the form of the sacred scarab beetle. This is the symbol of the god Khepri, who embodies the Renewal of Life. If your Strength is reduced to zero, three times the scarab will return you to life with half your original Strength points – turn to **152**.



**162**

Will you examine:

| | |
|---|---|
| The lock of hair? | Turn to **104** |
| The staff? | Turn to **7** |
| Or leave through the North door? | Turn to **191** |

**163**

You go East for a short distance, and then the passage turns North. Quite soon afterwards, it comes to an end at a large stone door covered in faded hieroglyphs. Will you open the door? – If so, turn to **38**; or, alternatively, go back South and follow the passage West? – turn to **174**.

**164**

You may now, if you wish, leave this room – turn to **212**. Or, if you have not already done so, examine the other pool – turn to **155**.

**165**

You may now go through the North door – turn to **210**, or continue East – turn to **223**.

**166**

You are at a junction. Will you go:

| | |
|---|---|
| East? | Turn to **208** |
| South? | Turn to **77** |
| West? | Turn to **137** |

**167**

You continue along the corridor West, and the cat pads silently after you. Do you wish to frighten it away? If so, turn to **129**. If not, turn to **216**.

**168**

You recognise the statues as being identical to the two Ushabti figures the tomb robber had carried in his sack, except that these statues are much larger. They are fashioned in the likeness of Ptah-hotep, tall and broad, with commanding features and powerful-looking limbs – turn to **199**.

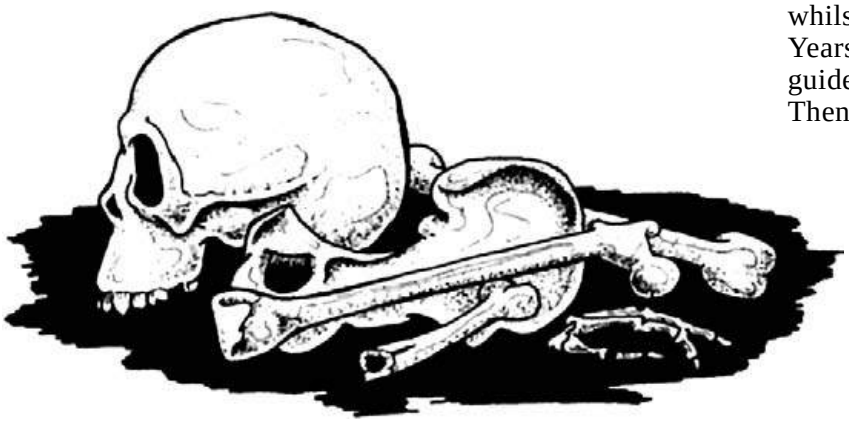
**169**

You head East down the corridor which is thick with heavy darkness. Quite soon it turns North and ends at a small door. Tentatively, you open the door – turn to **98**.

**170**

You go through into a tiny square room. At the foot of the West wall are two small, round pools, one of translucent blue liquid and the other of green. Their surfaces are so smooth and still it seems almost as if the pools are in fact filled with glass and not liquid at all. Above the pools on the West wall is a huge mosaic of a blue-skinned man, whose hands are outstretched to each side of him, so that they rest on the wall above each pool. Will you examine:

| | |
|---|---|
| The blue pool? | Turn to **155** |
| The green pool? | Turn to **66** |
| Or leave this room? | Turn to **212** |



**171**

The oval Amulet is carved from deep red, translucent stone. Engraved onto its surface is a black serpent, its writhing coils forming a complex twisting pattern that wraps around and around the oval stone. The serpent is the symbol of the enemy of the sun god, Ra, and this jewel that bears its image has an evil enchantment upon it. If you wish to keep it, you must take two off your Charm Points and two off your Dexterity, but it does have the power to add four points onto your Strength. It is for you to decide whether its advantages outweigh its disadvantages – turn to **152**.

**172**

You recall Qebhsnuf's words that the lock of Ra's hair cures the burns from his golden box, and so you pick up the hair to examine it – turn to **104**.

**173**

You are in a small square room; a narrow ledge runs around the edge of a deep pit, in which you can see some creature stirring, and leads to a door in the North wall opposite. If you wish to venture along the ledge, turn to **202**. Or, you can try the centre door – turn to **73**; or the right-hand door – turn to **201**.

**174**

You go back South and West, past the three identical doors, and continue Westwards till the passage turns North and ends at a small, open doorway – turn to **170**.

**175**

You are standing in an infinitely long hall, filled with the seated figures of men who have the heads of beasts. In front of you, sitting under a canopy, is a mummified figure wearing a crown, with two beautiful women standing behind him. To your left, is a huge pair of balance scales, and kneeling beside these is a man whose head is that of a jackal. Behind him crouches a fantastic creature, with the head of a crocodile, the body of a lion and the tail of a hippopotamus. To your right stands a tall man with the head of an ibis, holding a scribe's palette, and beside him, a slender woman in green, who wears an ostrich feather in her hair.

You think that you must be dreaming all of this whilst lying collapsed beside the pool, Millions of Years, as the woman in green takes your hand and guides you onto the huge left-hand pan of the scales. Then she herself steps into the right-hand pan,

causing your side to raise up. Throw two dice. If the numbers on both dice add up to the same as or less than your Charm Score, turn to **106**. If they add up to more than your Charm Score, turn to **25**.

**176**

You go West for some distance until you come to a door in the North wall and opposite it, a new passage branching off South. After a moment's hesitation, you decide against the South passage, as you do not wish to head back into the part of the Pyramid that you have already explored. Will you therefore go through the North door? – If so, turn to **210**. Or, unless you have already explored this way, continue along the passage West? – If so, turn to **136**.

**177**

The statue helps you in your struggle against Seth by reducing the Destroyer's Strength. You may also add two onto your Dexterity for this battle.

| | *Dexterity* | *Strength* |
|---|---|---|
| SETH: | 12 | 10 |

If you win, turn to **190**.

**178**

You are in an East-West corridor. Will you go:

East? Turn to **137**
West? Turn to **224**

**179**

You speak the third name engraved upon the golden staff: "Tchesef", and at once the figure bows and steps to one side. The gate swings open and you walk through – turn to **69**.

**180**

You smash open the statues with your sword and find that they contain two items: a sceptre in the form of a shepherd's crook, and a golden flail. They are great symbols of power, and very valuable. Add two onto your Charm Score. You now leave through the North door – turn to **150**.

**181**

The passage leads West for a little while and then turns to the North. Very soon after, it opens out into a long, narrow room, the North wall of which has three identical doors set into it.

Have you spoken with Hapi, the dog-headed son of Horus?

If so, turn to **83**. If not, turn to **51**.

**182**

Although your sword bends alarmingly at first, it does not break, and you successfully open the door and go through – turn to **173**.

**183**

You follow the passage West until it turns North and ends at a small open doorway – turn to **170**.

**184**

You decide to ignore the doors in the South wall as they would lead you back in the direction you came. Will you go through:

The West door? Turn to **135**
Or the North door? Turn to **39**

**185**

As soon as you pick up the feather, the pedestal begins to sink into the floor with the slow grinding of stone against stone, and at that same moment, the two gratings in the North and South walls lift steadily upwards. From out of the gloom beyond them slink two shadowy creatures like huge lions, but with long, dagger-like fangs, wickedly barbed tails and manes the colour of blood. You draw your sword and prepare yourself to fight them!

| | *Strength* | *Dexterity* |
|---|---|---|
| FIRST LION: | 9 | 8 |
| SECOND LION: | 8 | 10 |

If you win, turn to **194**.

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**186**

You go East down a low, narrow corridor, which has an uncomfortable, claustrophobic feeling about it. Then a faint, pleasant tinkling sound reaches your ears, and out of the darkness ahead of you emerges a tall figure dressed in white.

Cautiously, you draw your sword, but then relax slightly as you see that the figure is a white-robed woman with long black hair. In her right hand, she carries an unusual musical instrument, consisting of a wooden frame fitted with loose strips of metal and jingling coloured discs.

Have you seen this woman before? If so, turn to **116**. If not, turn to **146**.

**187**

You are at a junction. Will you go:

| | |
|---|---|
| East? | Turn to **96** |
| South? | Turn to **42** |

**188**

You take a chance and in a voice that sounds more confident than you feel, you speak the first name that is carved upon the golden object you carry: "Semani". At once, the man bows, lowers his knife, and steps to one side. The gate swings open and you walk quickly through – turn to **108**.

**189**

As you reach out to open the North door, there is a creaking like the timbers of a rolling ship on either side of you, and, to your horror, you see that the two statues have turned to look at you with their dark, wooden eyes. You will have to fight them if you wish to go any further. If you have the statue of the Typhonian animal, turn to **12**. If you do not, turn to **29**.

**190**

You have reduced Seth's Strength to zero, but you cannot kill him with your sword because of his immortal nature. His black soul is still alive and it leaves his body to hover in front of you.

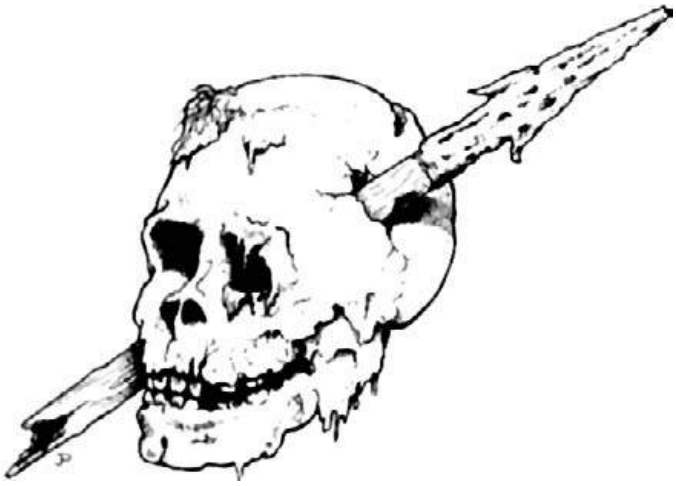
"Hear me now, mortal," Seth hisses. "You have defiled my tomb and now I lay upon you and your world my Curse!"

You must act quickly. Do you know the full translation of the words that abate the Curse of Seth? If so, count the letters of the translation, add three and turn to that number. If not – turn to **14**.

**191**

You have entered an East–West corridor. In the South wall, behind you, are three identical doors, like the ones you had to choose between earlier. You have just successfully come through the room behind the door of your choice, and something warns you against trying either of the other two doors. Will you now go:

| | |
|---|---|
| East? | Turn to **163** |
| Or West? | Turn to **183** |



**192**

To your dismay, the ledge crumbles beneath you, and you fall into the pit! Turn to **22**.

**193**

After defeating Apep, you are about to kick the serpent's body back into the black water, when you notice a small leather pouch teetering on the edge of the pool. You quickly retrieve it before it slips forever into the murky depths, and empty its contents out into your hand. The pouch contains four amulets of great value: a tiny pillar of gold; a buckle of glowing carnelian; a heart, also of carnelian; and a miniature golden pillow on a headrest. You place these treasures carefully into your backpack and leave the room – turn to **204**.

**194**

After defeating the lions, you take the golden ostrich feather and on sudden impulse, tuck it into the fastening of your cloak.

The two low cages beyond the North and South gratings have the smell of death about them, so you decide to leave them well alone, and go out of the room – turn to **220**.

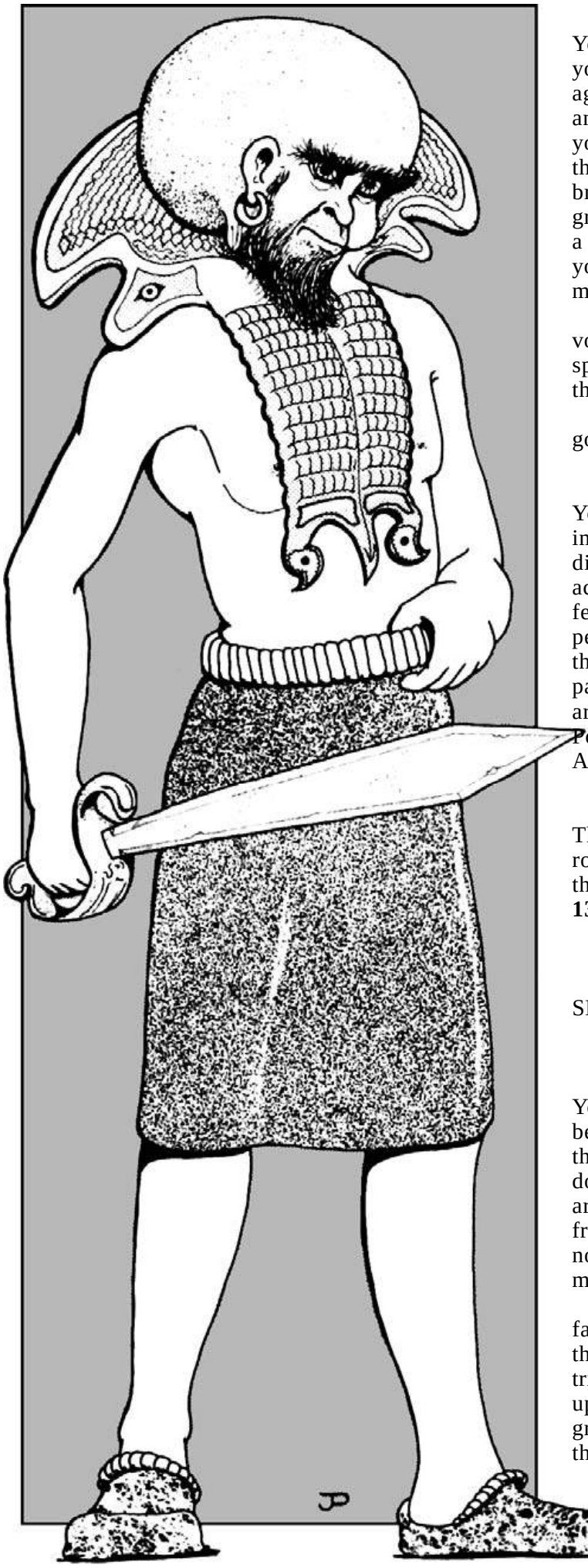
**195**

You go West for some distance, till the passage ends at a small doorway and you have to stoop to pass underneath it. Do you wish to go through the doorway? – If so turn to **126**; or turn back along the passage? – turn to **87**.

**196**

You are at a junction. Will you go:

| | |
|---|---|
| North? | Turn to **41** |
| East? | Turn to **148** |
| South? | Turn to **10** |
| West? | Turn to **127** |



**197**

You venture cautiously into the clinging blackness, your torch flame seeming like a feeble matchstick against this unnatural dark. Quite soon, you come to an iron gateway blocking the passage North, and as you begin to search for its lock, a figure steps out of the blackness in front of you. It is a man dressed in a brown knee-length kilt, with an elaborate blue and green collar around his neck. In his hand, he carries a long, broad blade, and as he turns to look at you, you see that his skull is elongated at the back, making his head seem too large for his body.

"I am the First Doorkeeper," he tells you. His voice is hoarse and thick with accent, as if he has not spoken for a long time. "If you wish to pass through this gate, you must first speak my name."

Do you have a golden staff, or the statue of a golden cat? If so, turn to **188**. If not, turn to **158**.

**198**

You turn West into a low corridor of the same impenetrable darkness. You have only gone a little distance, however, when you see something dart across the floor of the passage ahead of you. Wishing fervently that your torch flame would brighten, you peer into the blackness, and then suddenly, out of the shadow, walks a small yellow and black cat. It pads down the corridor towards you, and rubs itself around your ankles, purring loudly. Add one Charm Point. Are you carrying a statue of the Typhonian Animal? If so, turn to **43**. If not, turn to **167**.

**199**

There appears to be nothing else of interest in the room, so you decide to investigate the North door. Is the black and yellow cat following you? If so, turn to **138**. If not, turn to **189**.

**200**

| | *Dexterity* | *Strength* |
|---|---|---|
| SETH: | 12 | 16 |

If you win, turn to **190**.

**201**

You have to press hard against the right-hand door before it reluctantly grinds open. As you step through into the small, square room beyond, the door slams violently shut behind you, and you whirl around to discover that there is no way of opening it from this side. Lose one Charm Point. You can see no other exits from the room, and so you begin to methodically search for signs of a secret door.

The walls are richly decorated with carvings of fantastic animals and birds, and, as you examine them, you gradually become aware of the faint, dry trickle of falling sand. With sudden panic, you look up to see a number of tiny openings in the mouths of grinning apes high up on the walls and through these filters an unceasing stream of dark sand.

Throw one dice six times. As soon as you throw a number 6, turn to **143**. If you throw the dice six times without throwing a 6, turn to **153**.

**202**

With great care, you begin to make your way along the ledge, but you feel that you are being watched. The air becomes colder, and you sense an evil presence. Some of the slabs of stone are loose, and there is a chance that you may step on one. There are 18 slabs that make up the ledge between the doors, three of which are loose. Throw one dice three times. If you throw a one, you have stepped on a loose slab – turn to **192**. If you throw the dice three times without getting a one, you make it safely to the North door and can leave – turn to **191**.

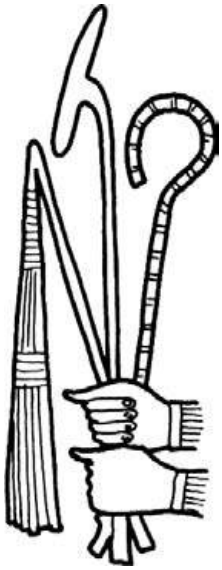
**203**

You go North through the open doorway into a narrow corridor. Ahead of you, you can see the glitter of your torchlight on dark water, and very soon come to the edge of a black pool which completely blocks the passage. The surface of the water is as smooth as a mirror and so still that not even the tiniest of ripples laps at its black edges. It is impossible to guess how deep it is, but you can see that it is about 20 feet wide – too far for you to jump.

Will you try to cross the pool and continue North up the passage on the other side? – turn to **52**. Or, turn around and go back through the room where the statues are, then West back to the junction, and venture North? – turn to **144**.

**204**

If you entered through a door in the South wall, turn to **184**. If you entered through a door in the West wall, turn to **115**.



**205**

Both the gratings are firm and immovable. There is a most unpleasant smell, and you think you hear the slap of soft paws against stone behind the North grate, but you cannot be sure. Will you now:

| | |
|---|---|
| Examine the feather? | Turn to **54** |
| Or leave this room? | Turn to **220** |

**206**

The way beyond the West doorway looks very dark and foreboding, and trusting your inner sense which warns you against going that way, you decide to return along the East passage until you arrive back at the door in the North wall – turn to **165**.

**207**

You find yourself at a dead end, and abruptly the floor opens beneath you! You fall down into a narrow, circular tunnel, which slopes so steeply downwards it is almost vertical. The circular walls are absolutely smooth, and you slide helplessly down along the tunnel for quite some distance, until you crash into a merciless stone wall at its end. You must have hit some hidden lever, as the wall swings open, revolving on a central pivot, and, dazed and confused, you are pushed by the wall through a secret entrance to find yourself back on the outside of the Pyramid!

The wall swings back into place, leaving you bruised and frustrated outside. You cannot get back into the Pyramid this way, and you have no alternative but to begin your adventure again from the start!

**208**

You are at a turning. Will you go:

| | |
|---|---|
| South? | Turn to **215** |
| West? | Turn to **166** |

**209**

The statue that you carry weighs heavily in your backpack as if it has suddenly increased in size or power. Lose two Charm Points. You may discard it if you wish, but remember that it can protect you against certain aspects of Seth's evil magic – turn to **197**.

**210**

You tap lightly against the stone North door and to your surprise, it rises smoothly upwards. As you step through into the narrow, low corridor beyond, the door drops heavily behind you like a stone guillotine. You can find no way of opening it from this side, so you have no alternative but to head North along the corridor. The air is stale and lacking in oxygen, and your breathing soon becomes laboured and heavy. Then on the wall to your left, you discover a plaque of hieroglyphs, which with the help of Saal Merik's notes, you manage to translate:

"Stranger, you are doomed. When the stone door fell behind you, it sealed the entrance to your tomb. You stand in the Maze of Ptah-hotep, to which there is but one true exit. May you find it quickly, for with each step you take, the time allotted to you is lessened. May Osiris guide your way."

Even as you read the inscription, fine sand begins to fall steadily from tiny slits all along the top of the walls of the corridor. If you do not find your way out of the maze in 14 moves, the falling sand will fill the corridors and bury you alive! Start counting your moves from here – turn to **214**.

**211**

To your dismay, your sword snaps in two! Lose one Charm Point. From now on, when you strike your opponent in battles, you will do only one point of damage instead of two. Will you try now to open this door by charging at it? – turn to **221** if so. If you prefer to try the centre door, turn to **73**; or the right-hand door, turn to **201**.

**212**

Did you enter the room through a door with the picture of the pools on it? If so, turn to **222**. If you entered through a doorway in the South wall, turn to **9**.

**213**

You go out through the low doorway in the East wall and enter a wide corridor. It heads East for quite some distance and then you come to a door in the North wall and opposite that a new passage branches off South. After a moment's hesitation, you decide against the South passage, as you do not wish to head back into the part of the Pyramid that you have already explored. Will you now go through the North door? – turn to **210** if you wish to head North. If you wish to keep going along the passage East, turn to **223**.

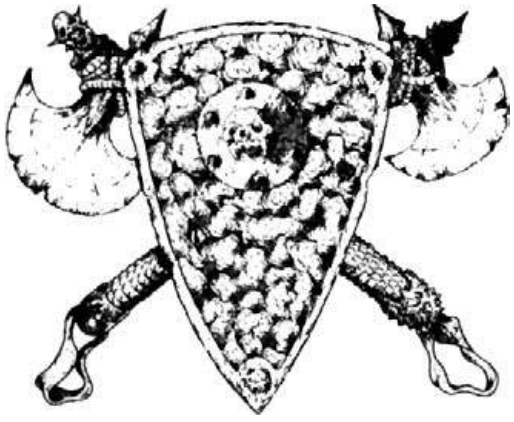
**214**

You are standing in a North-heading corridor. The only exit is North – turn to **127**.

**215**

You are in a North-South corridor. Will you go:

| | |
|---|---|
| North? | Turn to **208** |
| South? | Turn to **117** |



**216**

You continue on your way West with the cat following like a silent shadow. Quite soon, the corridor turns to the North, and then opens out into a small room – turn to **159**.

**217**

You carefully nick the tip of your thumb with your sword and let a few small drops of blood fall sizzling and spitting onto the flame. But instead of extinguishing the tiny fire, this has quite the opposite effect: the flame roars into life, hot and red as the blood you have fed it. Startled, you back away, and then your surprise changes to fear, as beyond the thick flames you see that something has happened to the old man. Instead of the scrawny, withered figure, there now stands a tall, broad man, whose dark, muscular body bears the head of an evil-looking beast with a thin, curved snout, and glowing red eyes.

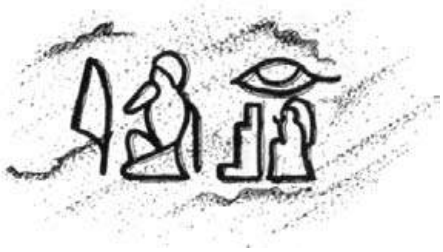
The creature gives a small bow of acknowledgement when it sees you looking at it.

"I thank you for restoring me", it snarls. "It has been many, many years since I last was able to trick some fool into giving me their blood to restore my strength." Then the creature gives a hoarse, barking laugh and flexes its mighty arms. "To have such strength again ... it is most welcome. I think I shall test it by crushing the life from your puny body."

You realise your terrible mistake has now rejuvenated Seth to his former power and strength, and you now must fight him for your life. If you have the statue of the Typhonian animal, turn to **177**. If you do not, turn to **200**.

**218**

To your intense relief, you find a stone door in the East wall, similar to the one you passed through when you entered the maze. You struggle through the sand to reach it, gasping for air, and see that it has more hieroglyphs engraved upon it:



Below them are the faded words "O, Osiris . . ." as if at the start of a prayer. Your relief mingles with joy as you recognise the inscription as part of the words that abate the Curse of Seth. You reach up and touch the stone door and as it slides upwards, you spill through with the sand into the welcome passage beyond – turn to **88**.

**219**

You reckon that you can manage to carry just one statue with you, without its weight encumbering you too much. Which will you choose?

| | |
|---|---|
| The crocodile on the right? | Turn to **105** |
| The cat in the middle? | Turn to **74** |
| The strange animal on the left? | Turn to **124** |

**220**

If you entered from the East doorway, turn to **206**. If you entered from the West doorway, turn to **213**.

**221**

You take a few steps back from the door, and then charge it. The door flies open, but you lose one Strength point, and, carried along by your own momentum, fall headlong into a pit. Throw two dice. If the numbers on both dice add up to the same as or less than your Dexterity Score, turn to **134**. If greater, turn to **22**.

**222**

There are two other exits from the room – a door in the North wall and an open doorway to the South. You decide to ignore the Southern doorway as it leads back to the part of the Pyramid that you have already explored, and so go through the North door – turn to **26**.

**223**

You go East until you come across another passage leading off South. You glimpse the dark glitter of water a little way down the South passage, and do not relish the prospect of having to negotiate such an obstacle. Will you therefore continue on your way East? – turn to **186** to continue East. To go back West to the door in the North wall, turn to **40**.

**224**

You are at a junction. Will you go:

| | |
|---|---|
| East? | Turn to **178** |
| South? | Turn to **27** |
| West? | Turn to **207** |

**225**

You enter a tiny, low-ceilinged room, which is so filled with jewels and riches that there is hardly room for you to stand. Statues of gold and bronze; glittering jewelry of priceless gems; chests spilling over with coins, amulets, statuettes and crowns . . .

There is also an open chest filled with ancient potions and scrolls, and you hardly dare to think of the magic formulae and secret enchantments they might contain.

You have defied and conquered the Curse of Seth and the rewards of Ptah-hotep's secret tomb are now yours!

# MESSAGES FROM BEYOND

Dear PROTEUS,

Having just completed your 'Fortress of Kruglach' adventure and reading the 'Messages from Beyond' section, I have a few comments/suggestions you might like to hear.

1) Please point out to your readership the amount of material already available covering all aspects of table top adventure games, as to have you publish the same material seems to me a waste of your precious space.

2) When you wrote jokingly: "We'll write it in Greek next time" I thought 'why not?'. A few ideas hidden in a foreign or old language – such as Celtic – may encourage the readers to learn more about their inheritance of historical adventure.

3) Could you outline a plan for adventure making, including how you choose what sort of monsters/creatures to include in the game so that we can start writing our own and appreciate yours a whole lot better?

4) I appreciate that you expect new readers each issue, but is there not some way in which the items we discover can be used in subsequent issues?

One last thing, I must congratulate you on the non-sexist format. In other magazines the women are almost always deceivers, but in yours it's never the same, and the way you made 'Kruglach' not very strong is very good, as not every adventurer is a Rambo!

Antony Erly,
Feltham,
Middx.

*Adventure-making is an arcane art. We'd be interested in comments from readers on your other points.*

Dear PROTEUS,

I'm writing to say how much I enjoy reading and playing PROTEUS. I think it's the best mag and I must give a hand to those who think up the story.

The imagination is fantastic, but there is one thing that really bugs me: reading No. 6. I saw the ad for the holiday for 9–13 year olds to play the Game in real-life. That's not what bugs me – what does is that 16–30 year olds can't do it as well. I mean it would be great to have a holiday playing games and working your brains because I know a few who would love it.

I mean I know a few between the ages of 16-30 years who would love to play Robin Hood in Sherwood Forest or cowboys and Indians. I know it sounds silly, but plenty of sensible, adult people are still young at heart. Can't you have a holiday for older people? I'm 17 and would love to go on an adventure, but I look 19 and wouldn't pass for being 13 – yes, I've thought of that. I would like to know how many others agree with me?

P.S. And to answer the lady in No. 6. I'm another lady who's crackers on PROTEUS.

Stella Atkinson,
Stourport-on-Severn,
Worcestershire.

*We'd be interested to know how many other 'older' readers agree with you.*

Dear PROTEUS,

I hope your readers will find this information useful: The Armoury Model Shop is moving to larger premises, and will be holding its Grand Opening on Saturday 15th November 1986.

Above the shop is a new Wargaming, Fantasy, and Modelling Club, named The Leeds Mercenaries.

The Leeds Mercenaries will also be holding its first Open Day on 15th November, and all are welcome, from 10.00 a.m. onwards, at [Removed address–Ed.].

A. C. Ellwood,
Leeds.

Dear PROTEUS,

First, a big pat on the back to all those involved. On the whole, a tremendous effort.

Now for the criticism. Basically, I'm finding your stories a little, well, boring! I would dearly love to see PROTEUS as the top role-playing mag., but the only way that this will happen is it you use more complex stories, and put more emphasis on riddles and traps.

Artwork is a little disappointing too, isn't it? Come on, Mr De-Leuw, take a look at Mark Dunn's 'Ravellia' (page 16, Issue 7); rather brilliant, isn't it? Congrats also to Gary Harrod.

Finally, how about bringing PROTEUS into the Space-age?

David James McKinnie,
Plaistow,
London.

*Okay, who wants Sci-fi?*

Dear PROTEUS,

I started reading your mag. from Issue One, and I think it's fab, especially the artwork by Mark Dunn, Alan Hunter and Gary Harrod.

Please could you produce a binder – some of my mags are falling to bitsl

I've enclosed a drawing of a demon – hope you like it.

Matthew Powell,
Irthlingborough,
Northants.

*You're lucky – we do. Your pic is printed below.*

Dear PROTEUS.

This must be the millionth letter you've received on the subject of improving your magazine. I hope this is the last letter sent by readers of PROTEUS on the matter. Here are some ideas for im-

proving your excellent magazine. I'm sure many readers will agree with my suggestions.

A cartoon strip would spice things up.

Reviews of books, films, and games would give us, the readers, your professional opinions on newly-released stuff.

A small-ads page could be very useful, for sending messages to friends, and for selling or swapping games.

Binders would be useful.

Articles about miniatures and r.p.g.s in general. Maybe the PROTEUS team could even spare a page or two for readers' artwork – a competition would be fun, tool

What about a Sci-fi adventure soon? Your 'Alien Landscape' poster seems to suggest that mood – starring that overgrown. green pac-man in the foliage! I realise that the price may rise. but I'm sure that with at least some of these ideas incorporated, PROTEUS would be better value than ever.

Kevin Puttick,
Reigate,
Surrey.

*Binders will be available soon, price £3.95 plus 50p postage. See what you think of Merkin, below.*

Dear PROTEUS,

I have collected every Issue of your magazine up to the present, No. 7. I have managed to do them all successfully except Number Two – I've tried repeatedly, and so have many of my friends. I can get one piece of the stone, or two, but not all three, for some reason. Can you help?

PROTEUS is a pleasant relief from D&D, and is also more of a challenge than other magazines. How about solutions, or helpful hints for past quests in future Issues?

Sean Eves,
Southampton,
Hants.

*We've thought about this, but feel that, at the moment, it would be unfair on all new converts buying back issues.*

Dear PROTEUS.

I have collected PROTEUS from Issue one and I think each adventure is very exciting, interesting and always passes the time away.

The creatures are amazing, like the 'Thundergrunt' in 'The Fortress of Kruglach' and the 'Brimgeth' in 'The Mines of Malagus'. I have noticed that you use different creatures in each issue. I have nothing against this since they are all fob but couldn't you use some creatures again in later issues? You could do articles on the background of the creatures.

Answering Miss Goodwin's point on how many girls read PROTEUS: you could do a questionnaire on favourite creatures, adventures etc.

I like the illustrations very much. Couldn't you make the illustrations in colour (sorry) as they look ordinary (although the drawings are excellently drawn out). My favourite drawer is Dave De Leuw.

You should include competitions, articles and a drawings page of your readers' creatures in the fob map. I think 'Messages From Beyond' is very good. Maybe you should include a small prize for the best letter.

Sorry about the criticisms. but I think PROTEUS is the best mag there ever is.

Justin Francis,
Taunton,
Somerset.

*A questionnaire is under way.*

Dear PROTEUS,

This is a letter from way beyond, a letter from the border of fantasy gaming. No seriously now. I am a South African kid who is crazy about fantasy. I eat walk, talk and dream fantasy. But there is one problem, no available games etc. I had been playing D & D for a year, before I saw your first issue. I grabbed it and haunted the news-agency for the next 2–3 months in search of PROTEUS 2. Finally I gave up, then in February I saw it, and now have l, 2, 3, 4 and 5.

I think your mag is really FAB! Considering the value for money, PROTEUS is TOPS. I think the artwork is very good and the posters are really way out. Please don't cut out the ads, they're the only ones, we (R.S.A.) get to see. How about a cartoon strip, and maybe a series where you can use the same character; it's disappointing to only be able to use him once. Anyway thanks again for a MAGIC mag.

I would greatly appreciate any correspondence with other Fantasizers. I play D&D, T&T, Traveler, and anything else I can get my hands on.

Murray Oates,
[Address removed–Ed.]
Rep. S. Africa.

*Pen-pals, please write to the address above.*

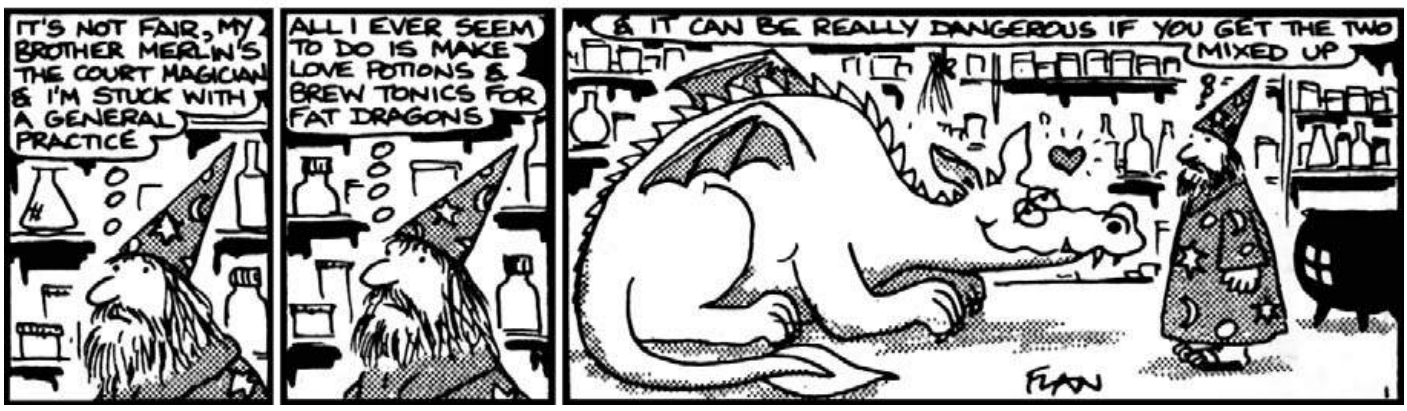
Dear PROTEUS.

Would you please consider putting in a small ads section, so that lesser mortals like me can advertise role playing game groups and so on?

Robert Lines,
Gosport,
Hants.

*How many other gamers think this is a good idea?*

**MERKIN**


IT'S NOT FAIR, MY BROTHER MERLIN'S THE COURT MAGICIAN & I'M STUCK WITH A GENERAL PRACTICE
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& IT CAN BE REALLY DANGEROUS IF YOU GET THE TWO MIXED UP
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